THE CATALOG

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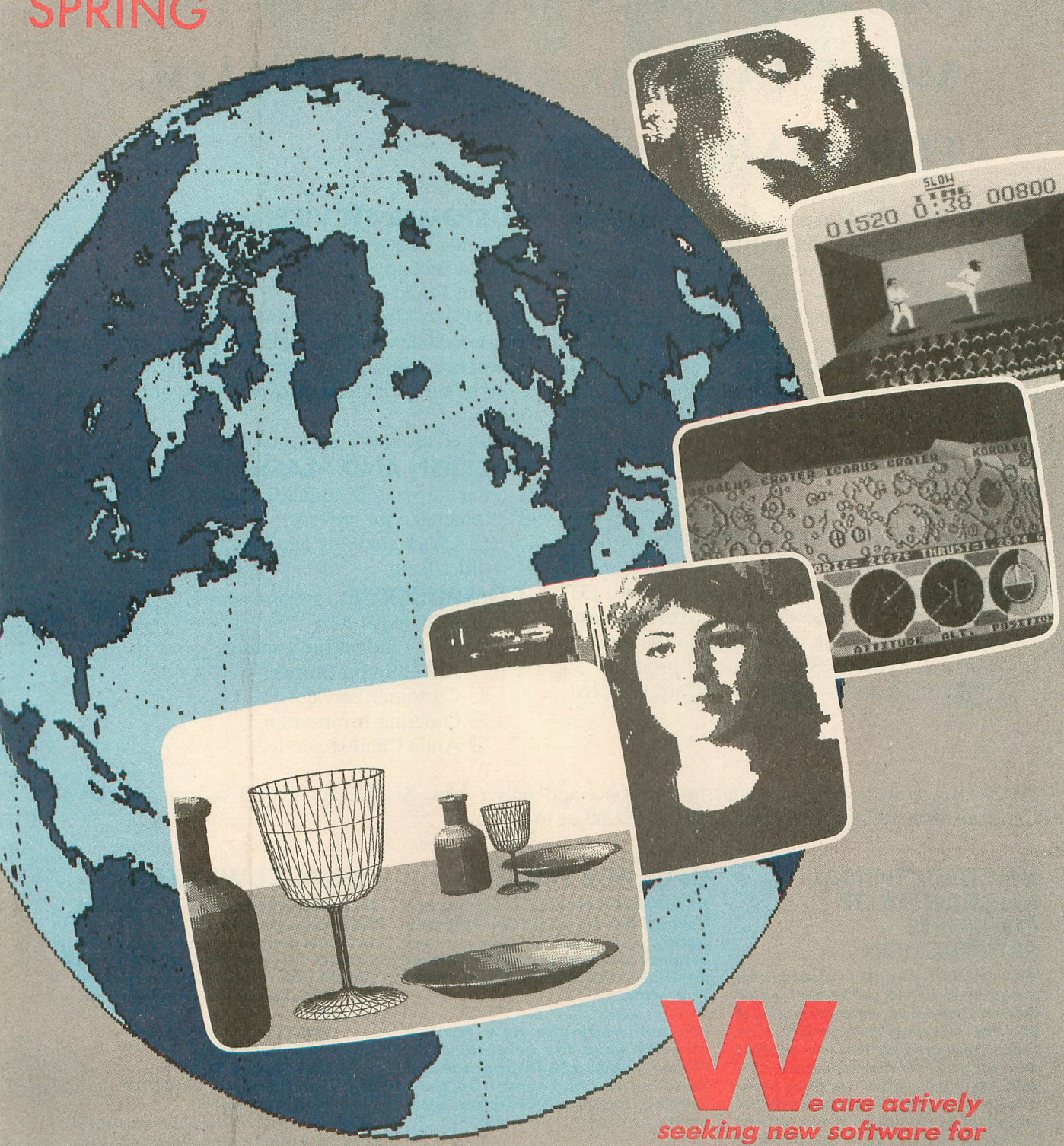

We are actively seeking new software for worldwide distribution.

YOUR SUPPORT AND OUR COMMITMENT TO GUARANTEED SATISFACTION, HAS MADE THIS THE MOST TALKED ABOUT CATALOG FOR ATARI USERS.

WE PUT YOU FIRST in every decision we make. You wanted to be the first to have up to the minute news, information and innovative software . . . We delivered a catalog with your Antic magazine. Antic made sure you were the firST to get ST software . . . with a special ST section in the magazine. We listened to you when you asked for more ways to be in contact with our customer service and technical team. Thanks to you we have been able to expand our ANTIC ON LINE through CompuServe and open our telephone lines five days a week 8:00 AM through 1:00 PM Pacific time.

At Antic our customers come first. To make sure that you get first rate customer service we have listed a few helpful guidelines:

TO ORDER: Call Toll Free (800) 443-0100 ext. 133. This number has been dedicated to order taking only. When ordering please refer to the product code (e.g. ST0202) listed with each product.

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Antic Customer Service
524 Second St.
San Francisco, CA 94107
(415) 957-0886 M-F 8AM-1PM Pacific time

Please include your name, address, daytime phone and a clear explanation of your inquiry. For technical questions be sure to include hardware configuration information.

Retain all receipts and record method of payment.

FOREIGN AND ALASKA: Please call or write our corporate headquarters listed above in the customer service section.

☐ Check shipping and handling charges on the order form.

COMPUSERVE: Log on to ANTIC ONLINE—type GO ANTIC

☐ New Product Information
☐ BBCS Sysop Corner
☐ Customer Service
☐ Ordering Information
☐ Antic Catalog Service

Thanks to you we're able to provide better service and deliver Atari XL/XE and 520 ST software at the best value possible. We're only a phone call away. Call us today.

UNCONDITIONAL GUARANTEE OF COMPLETE SATISFACTION

We unconditionally guarantee every product we sell to be free of defects and to operate properly. If you are not completely satisfied, or if any item is defective, just contact our customer service department by mail, or phone, within 30 days of receipt of merchandise to arrange for a prompt replacement. Only returns in new condition, with the original packaging materials will be accepted.

UPGRADE POLICY

All Antic APX Classics programs are backed by an excellent upgrade policy. Just send in your current original program disk with proof of purchase and specify the revision you want.

We will copy the new version directly onto the original disk. Please include a $5.00 upgrade and handling fee and send it to Antic Catalog Upgrades—Customer Service Department.

PRODUCT WARRANTY

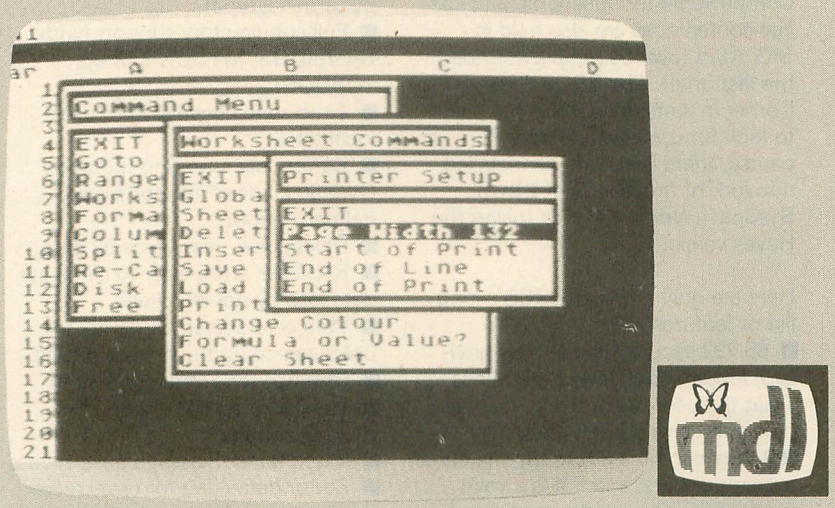
Antic Publishing, Inc. warrants that the products sold in this catalog will operate properly and be free of defects for a period of 30 days. Should you require warranty service, assistance or information, contact:

Antic Customer Service
Antic Publishing
524 Second St.
San Francisco, CA 94107
(415) 957-0886

NOTE: You must send your warranty card to Antic to be covered by this warranty.

Programmable Spreadsheet Package. Uses all 128K RAM on the 130XE!

CALC MAGIC



by Metamorphosis Development Limited

Own an XL or XE? If so, CALC MAGIC is the electronic spreadsheet you've been waiting for. It offers the speed and sophisticated facilities of more expensive programs on the Atari ST, Macintosh, and IBM PC—for under $25.

Now, with CALC MAGIC, you can really "control" a spreadsheet. Initiate complex processing, do high-level "what-if" analyses, print formatted data, load and modify spreadsheets—all with professional results.

CALC MAGIC features include:

- Built-in PROGRAMMABLE LANGUAGE allows you to "RUN a special program sequence"—reducing your keystrokes and allowing non-technical persons easy access to CALC MAGIC power.

- The ability to quickly test multiple "what-if" conditions and determine beforehand the actual effects on the "bottom line".

- SPLIT-SCREEN display and unique POP-UP MENU WINDOWS let you choose commands easily, avoiding complex character sequences (emulates Sun Workstation menus).

- Reduce typing entry errors. CALC MAGIC uses a simple "POINTING" METHOD to reference other parts of the spreadsheet.

- Printer features include: programmable page width, line feed, and page eject. Also printer initiation codes—for condensed or normal print.

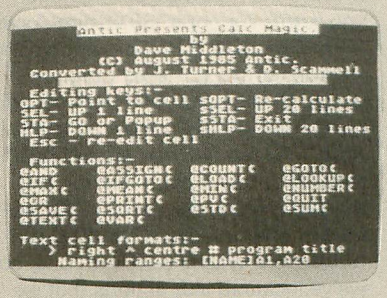
- MATH FUNCTIONS: CALC MAGIC offers advanced financial and statistical functions including: MEAN, STANDARD DEVIATION, VARIANCE, etc—useful in probability analysis and prediction calculations. Plus normal functions such as SUM, SQUARE ROOT, MINIMUM, MAXIMUM, COUNT, PRESENT VALUE, and more.

- Complete documentation, with on-disk examples.

AP0177 **$24.95**

REQUIRES: XL or XE computer with 64K RAM minimum.

NOTE: CALC MAGIC is the most powerful spreadsheet ever developed for the Atari Computer. Just released in England under the name SWIFT for the Atari, IBM, Apple, and Commodore, CALC MAGIC is one of the most useful business tools we have ever seen. And it's under $25! What's the catch? Well, the English do not use the .DIF file format, and the way data is represented in CALC MAGIC is too complex to be simplified to .DIF. So, this program offers every feature you could ask for in a spreadsheet, except one. . . But with all this power, we never missed it.



"Super-fast spreadsheet power & features, presented in a much easier-to-use, programmable package. . . Just right for any XL or XE owner."

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ORDERS ONLY!

NEW! MPP and 1030 VERSIONS

BBCS SUPPORTS 130XE RAMDISK

BULLETIN BOARD CONSTRUCTION SET version 2.2

by Scott Brause
CompuServe ID: 76703,2000
Written in machine language

Now, you can use the best Atari bulletin board system with EVERY KIND OF MODEM. You asked for it—and it's finally here. Scott Brause has spent the last six months making BBCS version 2.2 compatible with the MPP1000-series and Atari 1030/XM301 modems (in addition to the Hayes).

CUSTOMIZE YOUR BBS

Use the four BBCS editors and create your own powerful, customized BBS. Remote sysop capability lets you change menus and features from anywhere in the world with COMPLETE SECURITY. Your BBS will grow as you do—even start your own on-line business, create opinion surveys, and hold user group elections. Add cursor art/animation and fancy title screens too. Build your bulletin board system for everyone because BBCS is totally compatible. Define up to 26 terminal types and directly support up to 25 other kinds of computers.

PLUG IN THE WORKS

Choose the hardware configuration you want: supports 130XE and Axlon RAMdisks, ICD P:R: Connection and R-TIME cartridge, Hayes Chronograph, Supra hard disk interface, and most Atari DOS's in most densities. Atari 1030 modem owners will need to build or buy a ring detector, but thanks to Atari, the new XM301 has a built-in ring detector. (The 1030, unfortunately, wasn't built with one, so we've included instructions that explain how you can build one yourself for less than $7 in parts.)

SUPPORT FROM THE AUTHOR

BBCS Sysop support is FREE! Scott Brause is available regularly on CompuServe for questions, and special conferences are also held in SIG*Atari (over 50 people attended the last one!). The BBCS Sysop's Corner in Antic On-Line is the place to look for updates and tips. Plus, of course, there is already an installed network of thousands of BBCS Sysops in North America (using the Hayes version).

Here are only a few of BBCS's long list of features:

- 65,792 security levels (plus privilege levels). Each level determines what the user will and will not see, plus access to a given area.
- Users can hit a key in the middle of a menu update, and if it is a valid function it will execute immediately.
- Xmodem upload/download.
- Downloadable files may be set up on separate drives, and can be broken up into sections.
- Before a download takes place, the system calculates the actual transmission time at the current baud rate and reports it.
- BBCS may be used with or without passwords.
- System automatically checks for private email upon user log-on. Full-featured email editor has search-and-replace functions.
- Screen is word-wrapped for users.
- Time each user is allowed on is selectable.
- Userlog entries may be marked blacklisted to auto log-off problem users, or they may be tagged to buzz sysop upon log-on.
- Status window on line 1 to convey important information.
- Positively, absolutely, no back doors.
- 100% machine language.
- Supports 300, 1200, 2400 baud Hayes-compatible modems.
- ATASCII/ASCII capability (defined by terminal type).
- Full subdirectory support (with SpartaDOS, MYDOS 3.18-up, TOPDOS).
- Time zone conversion to users local time.
- Better user reporting for sysop. Over 30 kinds of info for sysop-definable reports.
- Delete user passwords by date.
- RAMdisk write-back to eliminate data loss by power failure.
- Wild card search capability for users searching the message base.
- One-user/one-vote per survey.
- External chat bell support for XL/XE owners.
- Much faster message base access.
- Better defaulting for users reconfiguring their own terminal type.
- For programmers, vectors are published and available in XLBOOT.COM to make it easy to write add-on programs (e.g. games) in assembly language.

Try out a BBCS board near you, call:
EAST COAST: Scott Brause (JACG board) 201/549/7591
MIDWEST: ICD BBS 815/968/2229
WEST COAST: Eric Semel 213/305/7843

Hayes-compatibles AP0146 $24.95

Atari 1030/XM301 AP0153 $24.95

MPP1000-series AP0181 $24.95

NOTE: Get your BBCS board up and running *instantly* with the FREE BONUS sample preconfigured BBS!

See Special 850 interface modem cables on page 25 $19.95

1030/XM301 MPP HAYES

The only programmable 800/XL/XE terminal software available.

BACKTALK 1.2

by Steve Ahlstrom, Dan Moore and Don Curtis
Written in machine language

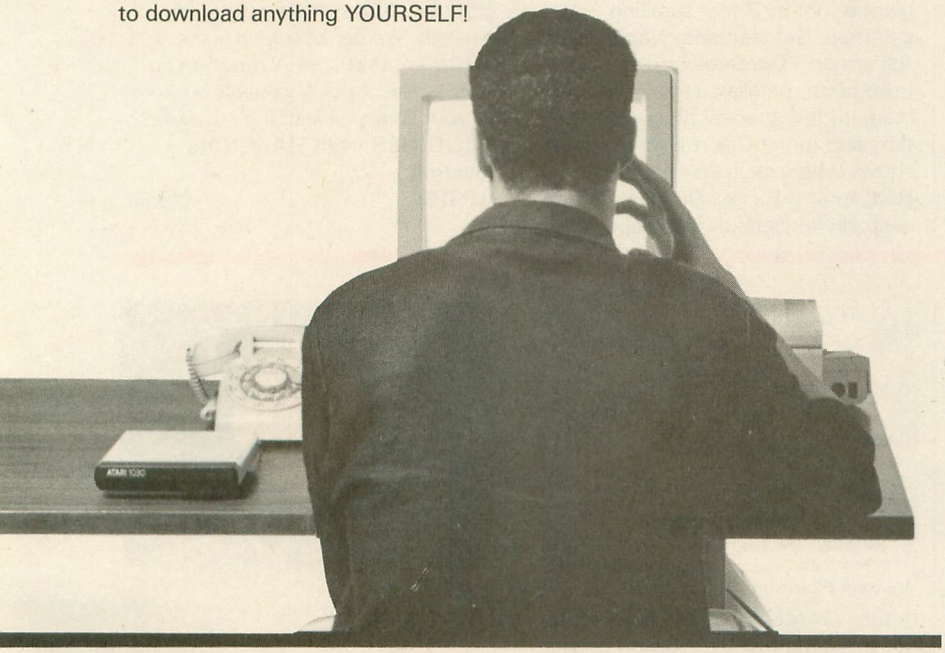
When you've got BACKTALK, you're using the most advanced modem program ever written for an Atari 8-bit computer. Why? Because it's *PROGRAMMABLE*. BACKTALK uses Crosstalk™-like "script" files that tell the computer what to do for you. And having a programmable terminal is essential if you want to save time—and do more—on-line. Imagine, a program that can reduce your telecommunications problems to one keystroke.

Designed by the authors of Paperclip, Synfile+, and Sherlock 1050, BACKTALK is powerful and easy-to-use. "Script" files can be executed with the touch of a button. Or, if you want, set them up to run AUTOMATICALLY—even in the middle of the night while the phone rates are lowest. Now you can wake up in the morning and read your email—with your morning paper—without having to download anything YOURSELF!

PROGRAMMABLE POWER

BACKTALK's Macro Command Language (MCL) will turn your Atari into a telecommuniations droid. Write an MCL program for it to dial up and log on to a list of on-line services or BBS's. Once on, it can read mail, upload or download files, log off, and dial the next one. Using this technique (nicknamed 'Broadcasting'), you can send messages to hundreds of bulletin boards—automatically reaching THOUSANDS of people. Start your own advertising business using BACKTALK and BBS's!

BACKTALK uses Cyclic Redundancy Checking (CRC) for the most accurate Xmodem file transfers possible. Three protocols: Xmodem (with or without CRC), Amodem (Atari-style Xmodem), and Xon/Xoff (plus, you can now download .BIN files from CompuServe without using Tscope). Supports 300, 1200, and 2400 baud modems, ASCII/ATASCII translation, and full or half duplex. CB "chat" text window provides clean, uninterrupted communication during on-line conferences. Fine-scrolling text feature definitely reduces eyestrain. And the friendly pop-up menu makes entering commands a snap.



TOTAL MODEM COMPATIBILITY

Now, you can use BACKTALK with EVERY MODEM. Supports Hayes-compatibles, Atari 1030/XM301, and MPP1000-series. There is even a way to load your own modem handlers. 130XE owners will love the way BACKTALK can download files into the RAMdisk—saves money on Compuserve. Turn your joystick into a remote control. And then, you design what it should do. (Activate an entire MCL program or just send a simple macro—all by remote control).

Build an unlimited number of MCL and Macro files—no programming knowledge necessary. Here is a small sample of MCL statements:
WS—wait for any length character string
OB/CB/SB—control capture buffer (open/close/save to disk)
BS/BF—switch baud rate
UP/DL—upload/download with Xmodem
GO—chain to another macro sequence
ET—error trap (ON ERROR GOTO)
WT—wait a specified amount of time
LM—LOAD and execute a new macro file

AP0154 **$19.95**

NOTE: Steve Ahlstrom, one of CompuServe's SIG*Atari Sysops, spent two years making BACKTALK the best terminal program you can buy for the Atari XL/XE series. Ron Luks, CompuServe's chief Atari sysop, wrote the documentation. Try it, and—like us—you'll never use anything else. (Warning: due to BACKTALK's high-speed I/O routines, some early 810 disk drives will not work reliably).

Crosstalk™ Microstuf

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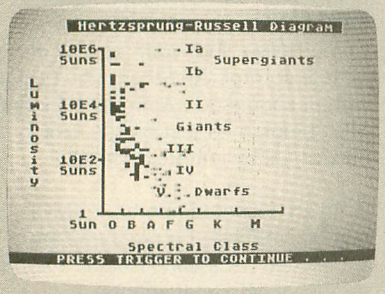
TRAVEL TO THE

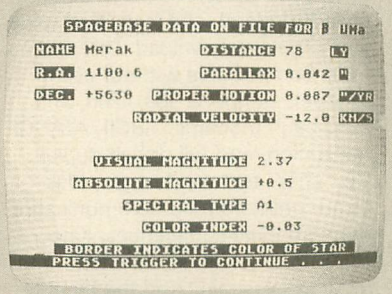
"Feed your imagination a banquet!"

GET AN UNDERSTANDING of the important scientific facts, terms and theories of today. Use EARTH VIEWS, SPACE BASE, HALLEY PATROL, and ORBIT—A TRIP TO THE MOON to study: Geography, Astronomy, Cartography, Spaceflight Mechanics, Orbital Tracking, Physics, History and Science. For education. For fun.

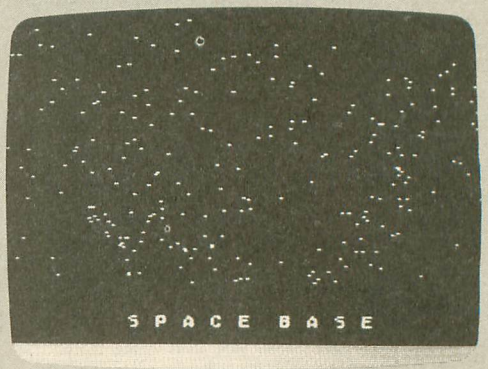
NOTE: These four programs let you perform **elaborate visual representations** of the Earth, its environs and its heavenly bodies—Along with the data needed for study—Well presented. Complete with documentation that is clear and detailed. Get plotting speed, screen detail and motion formerly only possible with mini and mainframe computers. Extremely well programmed—Lots of applications, particularly in education. Science departments love them!



Hertzsprung-Russell Diagram



Messier Catalog Star Data



"Makes Astronomy Fascinating!"

SPACE BASE

by Jeff Mehlman
Written in machine language

SPACE BASE is a computer-referenced SKY ATLAS—SPACE BASE is a STELLAR INFORMATION DATA BASE—SPACE BASE is a complete, instant ASTRONOMY REFERENCE SOURCE! SPACE BASE is **ALL THREE! In ONE PROGRAM!** Features include: Cursor movement over giant 9-foot by 3-foot scrolling color star map. Get star data: Name, Right Ascension, Declination, distance from Earth, parallax, radial velocity, magnitudes, spectral type, color index, and more! Colorful screen chart shows where each star fits into the Hertzsprung-Russell Diagram. Study deep sky objects: diffuse nebulae, planetary nebulae, open clusters, globular clusters, many types of galaxies. Border of screen is the "color" of that star! A **must** if you own a telescope. A valuable addition to your library of learning software.

REQUIRES: 48K RAM, One joystick
AP0142 **$19.95**

"Perfect for Geography, Science, HAM Radio, History & Current Events"

EARTH VIEWS

by R.G. Wilson
Written in machine language

EARTH VIEWS is a WORLD ATLAS!—An electronic world GLOBE!—An exciting adventure game! Yes, It's all 3 in 1: An ATLAS, a GLOBE, a GAME! Call up 250,000 different maps and views of the earth **instantly** at the touch of a button! Includes detailed hi-res maps and projections linked to a giant "Gazeteer Of WORLD PLACE-NAMES".

Mercator Projection

In the "GAME" Section: You fly into the Bermuda triangle—Go on quests to exotic places—On your search for Fame, Fortune and Happiness! A built-in HELP feature guides you. Detailed screen displays of longitude and latitude, lots of colorful information.

Rotating Globe
Cylindrical Projection with Orthographic Overlay

REQUIRES: 48K RAM, One joystick
AP0141 **$19.95**

STARS!

Conquer Spaceflight!

A detailed simulation of spaceflight mechanics.

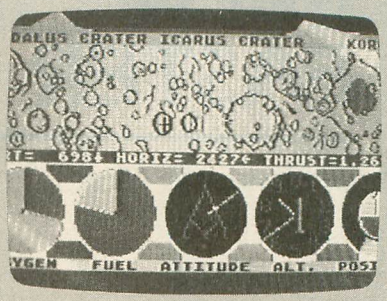
ORBIT—A TRIP TO THE MOON

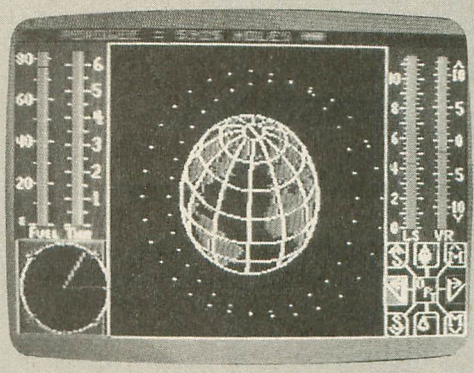
by John D. Reagh
Written in machine language
Boot Up and Blast Off!
Simulate a trip to the moon! Control your simulator with your joystick. While in Earth orbit, dock with the space station. Or use your radar and intercept the target drone. Your objective is to enter a near circular, low altitude lunar orbit—then detach the lunar landing module and descend to the moon's surface. But it's not that easy . . .

- Adjustable magnification mode gives variable earth views. View the moon out your porthole while landing.
- 92× real-time simulation includes life-support system emulator. This is a **serious** simulation of a true mission.
- Scan your targets with the radar mode.
- Fuel consumption, rocket throttle, oxygen supply, orbital position, altitude, radar scope, graphic display and more.
- On-board ships computer calculates planetary orientation. **Experiment with different radial velocities** and **orbital constants** and instantly see your newly-plotted course on the high-res screen.

Designed and written by a Lockheed aerospace engineer. Complete with great documentation that's educational too!

REQUIRES: 48K RAM, Joystick
AP0168 **$15.95**





NOTE: We only had one thing to say when we first saw ORBIT . . . "WOW!" The Universe Series is now complete.

HALLEY PATROL

by Jeff Mehlman

Get the closest look at the comet on your Atari.
This interactive graphic almanac uses SPACE BASE's 9'×3' scrolling star map. Track the comet as it exits our solar system. *Free Bonus Disk!* Order now, and we'll send you HALLEY WATCH, a course in comet history and structure using hi-res color Atari graphics.
AP0159 **$17.95**

XL/XE owners! Your Atariwriter™ cart. can now be your *ultimate productivity tool*.

MICROBASE+

by Chipsoft UK
Written in machine language
Want to see something amazing? Put your Atariwriter cartridge into your XL/XE and boot up MICROBASE+ in your 1050 disk drive. After the familiar Atariwriter load screen—voila!—MICROBASE+ appears. You're now using the *fastest*, most powerful *mail-merge* utility ever created for the Atari, and the *plus* is that you can go to Atariwriter anytime you want from the MICROBASE+ menu. This program is designed to make life super-simple for anyone who's keeping mailing lists and wants to use them with Atariwriter. It is not a full-featured database, but because we've designed it for mail-merge, it's *fast*. So fast, in fact, that you can flip through records with just a keystroke—no waiting for disk accesses. Everyone will love the extremely versatile search functions. Plus, 130XE owners will appreciate the one-pass backup program, eliminating disk swapping.

REQUIRES: 64K or 128K XL or XE computer, Atariwriter cartridge (Microbase+ will not work with a disk-based Atariwriter), 1050 disk drive.
AP0172 **$19.95**
NOTE: We found that MICROBASE+ gives us incredible power to communicate with all the different lists of people we send mailings to from Antic. The British developers have outdone themselves.

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VISA 800-443-0100, ext. 133 (Continental U.S. and Hawaii)
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READ FASTER

Understand More!
Save Time!
Save Effort!

SPEEDREAD+

by Eagle Software
Written in machine language

SPEEDREAD+ teaches you to read faster with less effort. Just load the program, answer the questions and read the provided text. Now you're reading faster. And *retaining MORE!* Expand you reading skills! Uses time-proven "Tachistoscope Method" recognized as effective by reading teachers for years.

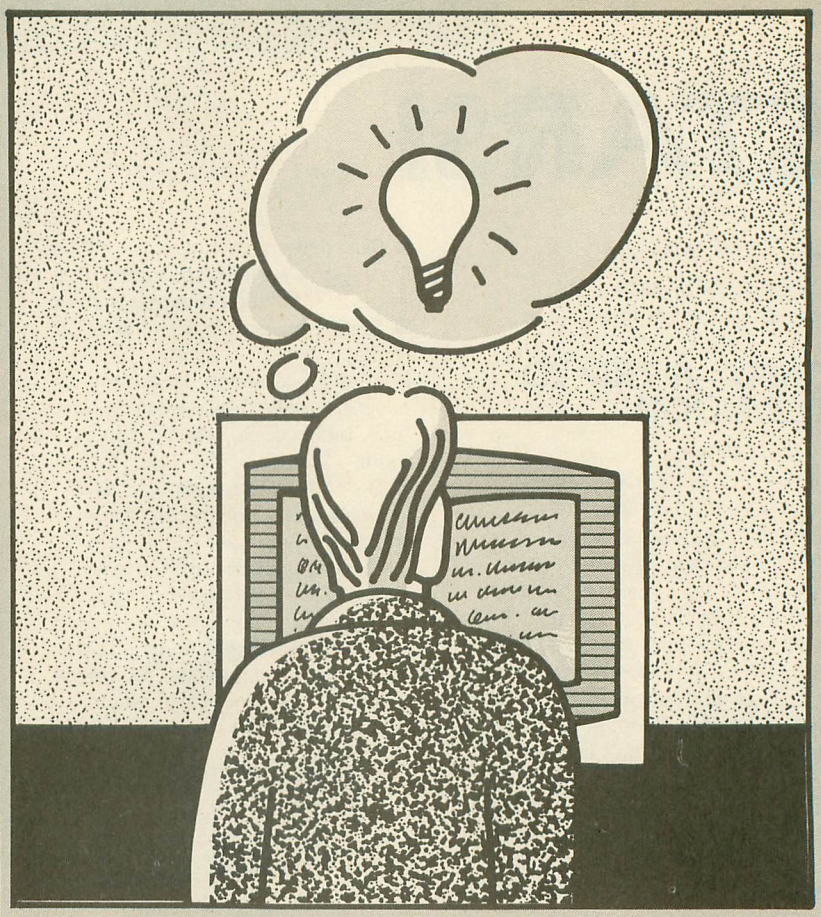
SPEEDREAD+ features include:

- Four modes for reading text chosen specially to develop: high reading speeds, proper eye movement and timing, peripheral vision, single column reading skills.
- Excerpts from three classical texts included on disk: "The Legend Of Sleepy Hollow, Rip Van Winkle, The Outcasts Of Poker Flat." No typing necessary (but you can add more if you want).
- You can vary: Phrase mode (standard/random/double), Length, Width, flash rates and repeat modes.

Special APPENDIX includes tips to help slow readers, guidelines, and more.

REQUIRES: 48K RAM, Joystick
AP0164 **$19.95**

"The Speedread+program was more rigorous and more challenging than the commercial course I took. It was also more fun . . . Performance—excellent; Documentation—good; Ease-of-use—excellent; Error handling—excellent" *Infoworld* magazine



REMEMBER MORE

Memorize Faster!
Learn How!
Get Memorease+!

MEMOREASE+

by Eagle Software
Written in machine language

Learn how to memorize efficiently and quickly. Retain more. Uses a tested Gradual Recall technique. Based on well-known psychologist B.F. Skinner's work.

Many operational modes:

- —Memorize Speeches
- —Poems
- —Facts
- —Prose of any kind
- —Memorize Vocabulary
- —Definitions
- —Comparative Statements
- —Languages
- —Any flash-card information!

MEMOREASE+ features include:

- Two text modes: Full page memorize and split page memorize.
- Split page quiz allows a special flash-card review of material.
- Text page editing for addition or deletion of text.
- User adjustable page colors.
- Excellent documentation with memory tips and techniques.

REQUIRES: 48K RAM
AP0163 **$19.95**

EDITORS NOTE: Finally, after a year of trying, we've made MEMOREASE+ and SPEEDREAD+ an excellent value. They were each recently sold by another publisher for over twice our low price!

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IDEA AMPLIFIERS

Great moves . . . for all level players.

COLOSSUS CHESS 3.0

The *Ultimate* Computer Chess.

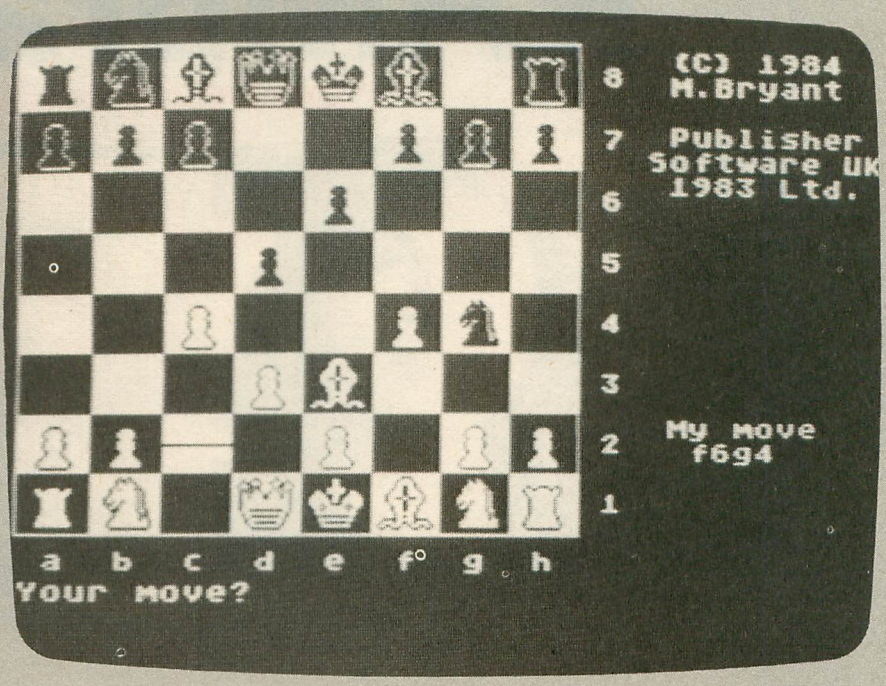
by Martin Bryant,
English Software UK
Written in machine language

Here's a chess program with all the moves of a *chess master*, a *great chess tutor* or a *master tournament opponent*. Whether you're a beginner or a pro, COLOSSUS CHESS 3.0 is for you.

Dare to challenge the program that *outplayed* 20 of the best computer chess programs available!

COLOSSUS CHESS features include:

- Unique two-screen dual display—space bar toggles between current game and unique view of COLOSSUS's "brain." Watch Colossus consider thousands of moves *while you pick up valuable chess clues*.
- On-screen elapsed-playing-time *clocks add realism*, excitement to Tournament mode (full tournament play).
- *Save your game to disk*. Adjust the screen colors for your taste.
- 3000 "opening-game" variations.



Capable of "thinking through" 450 different moves per second.

- COLOSSUS teaches *you* to be a better chess player with simulation modes (infinite mode, problem mode, equality mode, average mode, all-the-moves mode, blindfolded mode). Adjust playing speed and style (try this with game replays!), find the best moves and *solve check-mating problems*.
- "WHAT-IF" commands for: Replay, Supervisor, Qualify Parameters, Orientation, Use next-best move, Back-step, and Alter-position.

REQUIRES: 48K RAM
AP0161 **$15.95**

NOTE: COLOSSUS CHESS 3.0 was named ". . .one of the best buys in chess programs today" by *Analog* magazine (Nov., '85).

The card game of royalty. . . and society.

NEW!

BLUE TEAM BRIDGE

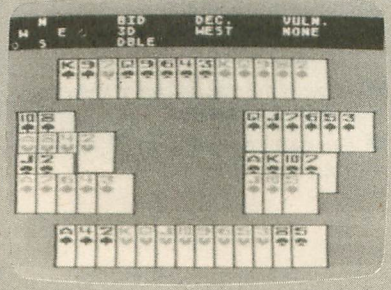
A complete, tournament-level, computerized bridge simulation, featuring full-color graphics and joystick control.

by Walt Huber
Written in machine language

- **Learn To Play.**
- **Learn To Bid.**
- **Play To Win!**

Do you want to learn to play bridge, but no one will take the time to teach you? Ever wish you could play bridge more often, but don't have all night—or can't find enough players? Do you want to improve your bridge game? *BLUE TEAM BRIDGE is the answer.*

Players new to bridge can now *learn*



at the outset a more advanced style of bidding that would be much more difficult to learn otherwise. Intermediate players can learn *new bidding conventions* to sharpen their skills. Advanced players now have a *worthy competitor*. All will benefit on those occasions when you can't "get a foursome together."

BLUE TEAM BRIDGE is a new level of computer bridge that employes the Standard American bidding system enhanced with some of the most popular bidding conventions. These include Jacoby Transfers, Roman Two Diamonds, Gambling 3 No Trump, Michaels Cue Bid, Blackwood, and much more. If that's not enough, BLUE TEAM BRIDGE plays the hands as well as it bids them! As an owner of BLUE TEAM BRIDGE, *your favorite game is always at your fingertips*. The in-depth documentation includes a tutorial, plus complete bidding and playing instructions.

REQUIRES: 1 joystick
AP0178 **$15.95**

NOTE: The ANTIC software buyers had never seen a computer card game as complete and as educational as BLUE TEAM BRIDGE. It is a fine example of well-written software—educational, very playable with plenty of realism and beautiful graphic displays.

RAMbrandt

Atari Design Studio

All-time best-selling Atari paint Program

by Bard Ermentrout of PACE

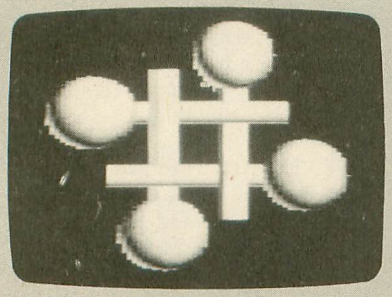
Imagine . . . the ultimate paint software. For under $20! Sit down with RAMbrant and enter a design studio with the tools to make anyone a creative artist. It took our technical staff three hours to step through each of RAMbrandt's features. Use the built-in toolkit to enhance your own programs or picture files. Or just doodle for the joy of it! We barely have enough room to list all the power, but here goes:

- 5 graphics modes (7, 7+ (ANTIC E), and GTIA 9, 10, 11)
- Works with joystick, Koala Pad/Touch Tablet or both
- Horizontal and vertical coordinates always displayed
- Box, Circle/Ellipse, Rubber band line, Freehand plot, Text (4 sizes, any font—3 fonts included), Zoom, Mirror (vertical, horizontal, 4 way)
- Fill (solid, pattern, random, user-defined patterns)
- Unlimited user-defined brushes (5 pre-defined)
- Quilts and Tiles (user-definable color patterns—5 of each pre-defined)
- Paint or Fill with any pattern, quilt, tile, or font
- 128 colors in any mode with easy one key DLI access
- Random/Probability/Exclusive-Or/Transparent "colors"
- Color Hunt mode (paint over only the color you choose)
- Animate mode (up to 32 frames at any speed)
- Window mode—any or all of your picture: Rotate, vertical or horizontal flip (T-shirts), wipe, animate, scale (larger or smaller), cut and paste, rubber stamp
- Printer dumps for Epson, Star (Gemini), C. Itoh, NEC and compatibles
- Okimate 10 color printer dump supports color fine-tuning
- Load pictures from Moviemaker, Microillustrator, Micropainter, and ComputerEyes formats
- 130XE RAMdisk Support!

REQUIRES: One Joystick and/or Koala Pad or Atari Touch Tablet

AP0157 **$19.95**

FREE BONUS! Order now and get a FREE DISK of pictures and extra character fonts.



A 3-D Solid Object Modeler for RAMbrandt

SOLID OBJECT MODULE NEW!

by Bard Ermentrout

Now you can easily create 3-D objects with RAMbrandt. Start with 8 different primitives: Sphere, Torus, Cylinder, Spool, etc. Combine them to make complex structures. Then flip into RAMbrandt to complete your picture. This module will not rotate the objects, but it will do just about everything else: 4, 8, or 16 level grayscales. Halftones (random or up to 64 dithered patterns). Backlighting or point source lighting. Clipping window to use parts of objects. Undo command. Much, much, more. If you use RAMbrandt, you need the Solid Object Module.

REQUIRES: 48 K RAM, RAMbrandt

AP0182 **$15.95**

THREE VISUAL TREATS!

Play computer graphics like an instrument. New pixel technology!

COLOURSPACE

by Jeff Minter, Llamasoft UK
Written in machine language

QUESTION: What is Colourspace?
ANSWER: A program to do for light what a music synthesizer does for sound.

Your keyboard is used to select and adjust parameters (42 factory presets and 80 programmable presets). The joystick is used for actual playing.

Up to an *hour's* worth of joystick input can be recorded and then played back. During playback you can adjust parameters, change presets and *instantly* judge the effect. (ex. a sequencer and four burst generators can be programmed for explosion effects.) All presets, lightform primitives, etc., *and* the joystick input can be saved to special tape files. Over fifty commands (without including presets). Special "Duet" mode lets you and a friend compose together at once. Plus, use "Overdub" mode for double-tracking. Even draw your own pictures and compose on top of them.

Just Look!
42 factory presets include: curved screens, hardware reflections, interlace effects, stroboscopics, "Ooze" for pulsating pixels (variable speed and pulse width), Vector mode tracks color to 32 different trace angles, "Speed Boost" accelerates pixel rates. Even alter the shape of the light elements!

COLOURSPACE is fascinating all by itself. But if you really want to get creative, boot it up and put on some good music! Access the colorful power of the Atari computer. At last, the *ultimate creative lightshow*!

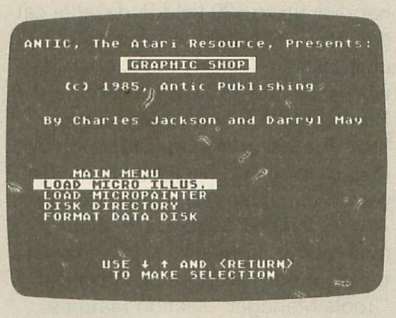
REQUIRES: 48K RAM, Joystick
AP0166 **$15.95**

NOTE: We found COLOURSPACE on a licensing trip to England last September. The software is so elegant and unusual that we *had* to bring it back to the States. *Personal Computer Games* magazine said COLOURSPACE ". . . looks like being one of the greatest entertainment programs ever."

Create Print Shop™ Icon graphics from all or part of your favorite Microillustrator or Micropainter graphics files.

GRAPHIC SHOP

by Charles Jackson and Daryll May
Written in compiled BASIC



Now you can use the best graphics editing software to create signs, banners and decorative icons for the best graphics printing program. If you've enjoyed the fabulous, friendly Print Shop from Broderbund, you may have been a little frustrated by the limitations of its graphics editor. Wouldn't you like to **harness the power and handling ease** of your Koala Pad or Touch Tablet to create those nifty letterheads? **Now it's a snap with GRAPHIC SHOP!**

GRAPHIC SHOP uses a menu system and commands similar to Print Shop. Choose to either **compress an entire picture** into a Print Shop file **or** pick up and **convert only a small portion of it.** Printer **Preview Screen** uses four windows to let you choose which color registers will be replaced by pattern fills, and which will appear as black and white. GRAPHIC SHOP was designed by the Antic staff to be elegant and simple to use.

OPTIONAL: RAMbrandt (AP0157)
REQUIRES: Print Shop
AP0156 **$19.95**

Print Shop™ Broderbund Software

ADD COLOR TO YOUR GRAPHICS WITH OUR COLOR PAPER. See page 28 for information.

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WORDSMITH'S TOOLS

"Feature-packed Word processing! A business plus!"

WORD MAGIC™

by Blue Collar Software
Written in machine language

WORD MAGIC is *the* high-powered, low-priced word processor program for you! It's got *every major feature* you'll demand, plus all the *special* ones you'll love. "On-line help files" get you started. Choose from many type fonts. "Cut and paste" between files, then check your work with automatic, on-screen formatting. WORD MAGIC keeps you in control; use a joystick or trackball to quickly move the cursor—Scan files rapidly! NOTE: If you own the *compatible* Antic DATA MANAGER XL (AP0129), you can easily perform professional mail-merge list processing and form letter operations. Or use WORD MAGIC with *built-in* GRAPHIC MAGIC plus an Epson or Gemini printer—Easily and professionally insert any graphic into any document. Then preview, paginate and print it out automatically. (This pair is functionally similar to the Macintosh and ImageWriter graphics/text combos.) See FREE BONUS below. Not compatible with Atari-brand printers.

"GRAPHIC MAGIC is a *FREE BONUS* when you buy WORD MAGIC!"

OPTIONAL: One Joystick or Trackball Controller
AP0130 **$19.95**

130XE version: Includes Word Magic, Graphic Magic *and* Spell Magic:
AP0160 **$29.95**

Add the power of color to your printouts. See custom color paper pinfeed paper page 28.

Also works with Atariwriter and Paperclip!

SPELL MAGIC™

by Blue Collar Software
Written in machine language

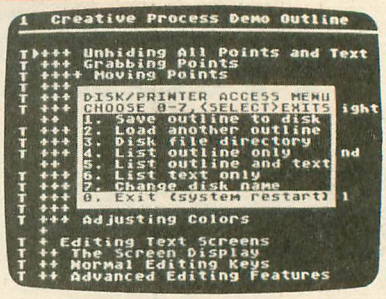
Spell it *right—every time*, with this 34,000-word integrated dictionary. Get started fast with on-line help and simple menus. Install SPELL MAGIC and WORD MAGIC together on one disk. *Also*—check documents created by other word processors such as Paperclip and HomePak, *and AtariWriter*. Check in context: SPELL MAGIC *always* displays your document in a window on the upper half of your screen. Add an unlimited number of expandable *personal dictionaries* (up to 10,000 words each). Updates your personal dictionary automatically while checking words. Counts words. Works with single or double drive systems.
AP0144 **$19.95**

"Finally, a flexible, full-featured database."

DATA MANAGER XL

by William Bartlett
Written in BASIC and machine language

Here's a flexible, integrated data base manager/mini-word processor that's easy-to-use. Highly flexible features include: color-coded files, program handles up to 100 field (indexable categories), each field as large as 120 characters,—Quickly make changes with easy add and delete options. Print custom reports from existing files. An Index Manager function allows sorting and file rebuilding. Use with compatible AtariWriter and/or Antic's WORD MAGIC (AP130) for mail merge, form letters, or other letter/list processing needs! A special "Tools Manager" section features: database diagnostics and utilities plus a disk drive speed checker! How-to instructions are complete and detailed.
REQUIRES: Atari BASIC
AP0129 **$19.95**



"Organize ideas with the only outline processor for the Atari."

CREATIVE PROCESS

by Dave Thorson
Written in compiled BASIC

Outline processors have become indispensible authors' tools (you've seen them advertised for the Macintosh and IBM). CREATIVE PROCESS on the Atari is a tremendous aid in report writing—for business or school. Capture your ideas and turn them into *professional* documents. Reduce the time needed to get out a document, because speed is the key feature. It can help you manage your projects, make sense out of long meetings, and monitor works-in-progress. Plus, it's so flexible that it can be used as; an address and phone number filer, calendar, recipe database, and for organizing everything. Pop-up command windows let you concentrate on ideas. Undo key, adjustable screen colors, utilities package, and *130XE RAMdisk* support are only a few of CREATIVE PROCESS's huge list of features. Comes pre-configured for single and enhanced density. Capable of supporting your double-density DOS's as well. 100% compatible with Word Magic (AP0130), Atariwriter, and Paperclip.
OPTIONAL: Atari-compatible printer, Word Magic (AP0130)
AP0151 **$19.95**

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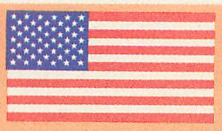
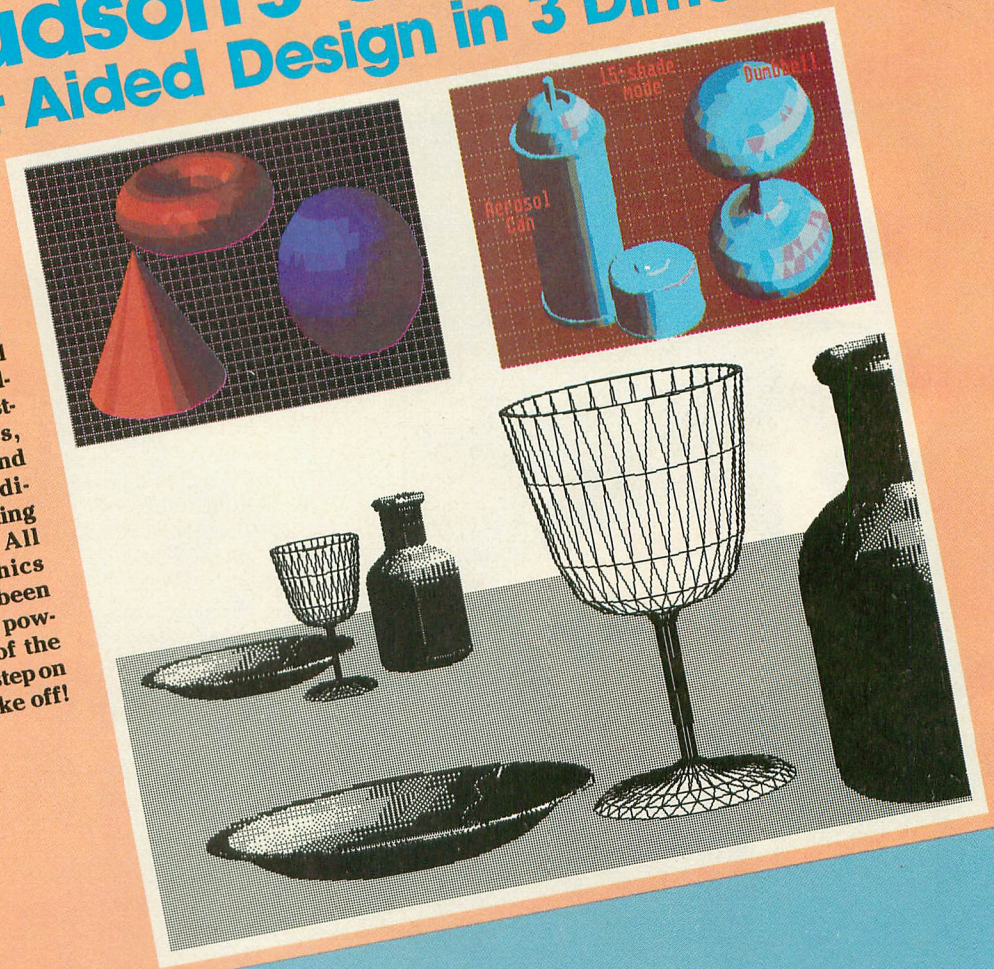


U.S.A.

The author of DEGAS™ enters a new dimension.

Tom Hudson's CAD-3D™ (Computer Aided Design in 3 Dimensions)



A full, three-dimensional modeling station for your ST. Solid modeling, with shading from three adjustable light sources, plus wireframe and hidden surface dimensional sculpting *—you name it.* All your 3-D graphics fantasies have been poured into the power and speed of the ST's 68000. So step on the gas and take off!

From starships to solar systems, skyscrapers to your front stoop. Create and animate views of your own 3-D objects. And no keyboarding here—CAD-3D is entirely GEM-based. It's got to be seen to be believed.

DESIGNERS: Visualize ideas instantly—speeds up design process.

DOODLERS: Relax with true creativity. Save images for later use or alter them with any popular ST paint program.

CAD-3D features include:

- ☐ Works with monochrome or color monitor. Monochrome mode gives 16 levels of shading, color gives choice of 1 color/15 shades or 2 colors/7 shades each.
- ☐ View objects in see-thru or hidden wireframe form or solid form with true light shading. Change object form with one mouse click.
- ☐ Three independent user-defined light sources plus ambient lighting.
- ☐ Built-in 3D primitives (cubes, spheres, toroids).
- ☐ Assemble up to twenty 3D objects into a scene and view from any perspective.
- ☐ "Glue" objects together to create more complex objects.
- ☐ Create radially symmetrical objects or expand 2D shapes into 3D shapes with one simple operation.
- ☐ Animation capability—"record" view sequences for viewing with separate display program (included).
- ☐ Spin and Extrude functions allow even the novice 3D experimenter to create a wide variety of beautiful shapes.
- ☐ Independent scaling and rotation of objects or groups of objects.
- ☐ "Camera View" includes zoom lens and variable perspective.
- ☐ GEM user interface allows use of four views at once, or one large view. Four-view mode is user-definable.
- ☐ Saves completed images in DEGAS, Neochrome or COLR Object Editor format.
- ☐ Print your objects with a graphics printer.
- ☐ Detailed printed user manual.

Requires TOS in ROM
ST0214 **$49.95**

Available May 15.

CANADA

FLASH™

by Joe Chiazzese and Alan Page

"FLASH is the only telecommunications program I use."

*— Ron Luks, Founder of Compu-Serve's SIG*Atari and Atari Developers Forum.*

Everybody knows that Antic is passionately involved in telecommunications. For the ST, we searched for the finest possible terminal program. The best we had seen in other fields was Crosstalk™ on the IBM and Smartcomm™ on the Mac. We wanted something better. It had to be something that would reduce the most complex telecom problems to one mouse-click.

Good news. We found it. . . . And it uses GEM.

FLASH goes far beyond any communications software currently offered for any computer. Here is a sampling (a very small sampling) of what you can count on from this extraordinary—PROGRAMMABLE—terminal program.

- ☐ Hassle-free, GEM-based memo EDITOR. Use your mouse or cursor keys (features block move, undo, search, merge files, and more).
- ☐ FLASH allows you to scroll back and forth at high speed to review your session—edit it, print it, send it, or save it to disk.
- ☐ FLASH COmmand Language (FLASH COL) to automate log-ons, file transfers, and unattended operations.
- ☐ VT100 keypad editing emulation (full 24 line × 80 character display).
- ☐ CompuServe Vidtex high-resolution graphics terminal emulation. Save Vidtex graphics as DEGAS files and modify or print them out.
- ☐ Supports Xmodem (CRC) and ASCII TEXT protocols.
- ☐ Extensive DOS functions at your fingertips. Two clocks: Built-in real-time system clock and elapsed timer.
- ☐ 20 editable function keys. Chain them together using FLASHCOL, creating totally automated macros.
- ☐ Translation tables can independently filter any incoming or outgoing characters. Configure your ST to act like any other micro, terminal, or even mainframes. Plus, use filters to create your own secret codes and encrypt files.
- ☐ High-res flip flop between 24 and 48 lines in monochrome.
- ☐ Printed manual by Ian Chadwick.

ST0220 **$39.95**

Crosstalk™ Microstuf
Smartcomm™ Hayes

FREE! Try FLASH now and get $15.00 of CompuServe access time, FREE.

Order now and you'll get a CompuServe IntroPak; your free introductory subscription to the CompuServe Information Service with a 30-page CompuServe mini-manual. Plus $15.00 worth of CompuServe access time.

FREE OFFER!

Here's what you get on CompuServe (with no surcharge) if you own an Atari ST.

ANTIC ONLINE

Get your technical questions answered by Tim Oren. Originally with Digital Research, Tim wrote the GEM Resource Construction Set.

Read two new chapters a month of Tim Oren's PRO*GEM tutorial. Available exclusively on-line.

ATARI 16-BIT FORUM

All of the best ST public domain programs. Gossip with ST users and programmers from Great Britain to Australia. Even reach the authors of FLASH in Canada.

ATARI DEVELOPERS FORUM

Developers drop in daily to find out about the latest tools and talk of the trade. Includes the ANTIC ON-LINE SOFTWARE SIG.

VIDTEX ONLINE GRAPHICS

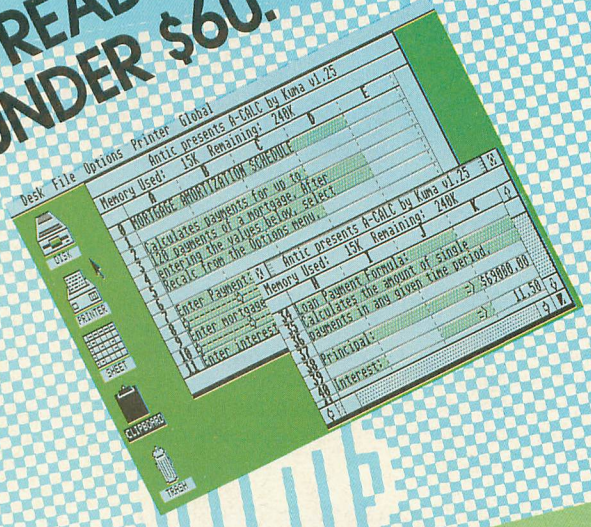
Digitized pictures of Hollywood stars, FBI 10 most wanted list, weather maps, and the new Antic On-Line Art Gallery. With Antic, on CompuServe, you can step into the future of telecommunications.

A-CALC™

UNITED KINGDOM

The first (and currently the only) mouse-driven spreadsheet for the Atari ST computer system. A-CALC's GEM interface is exceptional. For example, load a spreadsheet simply by dragging the disk icon over the sheet icon. Imagine how *easy* it is to merge a file from disk by dragging the disk icon into the appropriate cell.

A FULLY GEM-BASED SPREADSHEET FOR UNDER $60.



Get the power of Visicalc at one-third the price.

by Kuma Systems, Ltd., U.K.

A-CALC's dozens of features include:

- ☐ Primarily mouse/icon driven. Keyboard or ten-key calculation entry.
- ☐ Values can be integer or up to 5 decimal places.
- ☐ Mathematics support individual cell and range functions.
- ☐ Up to five windows can be open on the same sheet at one time, each one showing a different area. Size and scroll each window separately.
- ☐ Spreadsheet capacity of 256 columns × 512 rows (128,000 cells).
- ☐ Merge different spreadsheets together into one.
- ☐ Column widths can be sized individually or together.
- ☐ Cell blocks, rows, and columns can be copied, moved, saved, printed or deleted with the mouse.
- ☐ Special WIDE-VIEW function permits half-size text display to let the user see more of the sheet at one time, in color or monochrome.
- ☐ SEARCH for the location of any text string in the sheet. GOTO command jumps to any cell.
- ☐ Clipboard for temporary storage of block, row or column of cells which can later be transferred to another spreadsheet.
- ☐ Powerful printer formatting commands. Comes with an easy-to-use GEM-based printer installation program for any parallel or serial printer. Customize your spreadsheet with the following:
  - headers/footers
  - horizontal/vertical dividers
  - selectable form feeds
  - selectable page break
  - send printer-specific control codes
  - character translation
  - loading and saving printer configuration files
- ☐ Includes on-disk spreadsheet examples.

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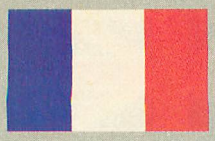
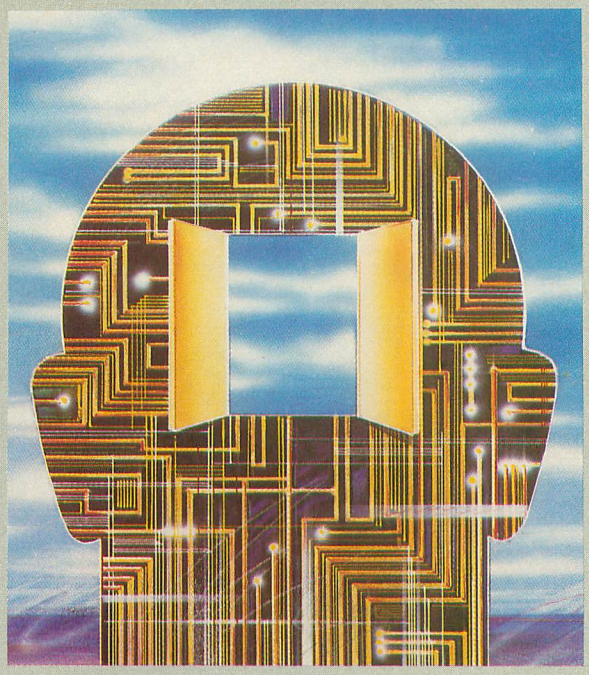


FRANCE

An Expert Systems Package For Your ST

EXPERT OPINION™



ANTIC WANTS YOU! PUBLISHING OFFER.

A New Opportunity.

Antic is looking for people to create useful knowledge bases using EXPERT OPINION. If you're an expert on a subject (any subject), get EXPERT OPINION—write a knowledge base . . . And if it's very good, and has broad appeal, we'll publish it for you in this catalog. Write to me, Catalog Product Manager, for more details (my address is on the back page). Give me your expert opinions. I'll try to help you publish some of your knowledge bases on a commercial basis.

EXPERT OPINION and your expertise can turn your computer into an expert on any subject.

EXPERT OPINION is a full-featured expert system for the Atari ST. (Note: Expert systems are powerful, intelligent programs. They use a reasoning process to develop quick, pragmatic answers for a wide range of complex problems currently requiring human expertise.) Currently, expert systems are used in the fields of medicine, economics, and geological surveying.

WITH THE MANUAL PROVIDED AND SUGGESTED SUPPLEMENTARY READING MATERIAL, YOU CAN BUILD YOUR OWN KNOWLEDGE BASE—EXPERT OPINION DOES THE REST.

Once you've built your knowledge base, EXPERT OPINION is easy-to-use because it's based on a powerful natural language interface, so you can give your input—and get your answers in plain English. EXPERT OPINION can explain how it arrived at a particular conclusion by listing the rules used. Plus, it is the only expert system presently available for micro-computers which can clearly explain why a particular question is being asked (it backtracks up to 10 levels).

EXPERT OPINION offers more ways to solve a problem than any other expert system:

- ☐ **DEDUCTION**—Use this mode if you have some initial data about the problem (also known as Forward Chaining).
- ☐ **VERIFICATION OF A HYPOTHESIS**—Your computer asks you questions about your hypothesis (also known as Backward Chaining).
- ☐ **EXPERTISE** (totally new technique)—A combination of the above, for situations where you have no initial data about the problem, and no hypothesis (Mixed Chaining Mode).

EXPERT OPINION features:

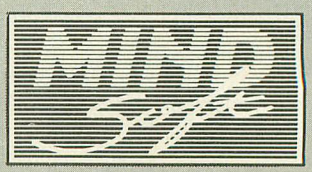
- ☐ Dictionary linked to each knowledge base.
- ☐ Unlimited number of knowledge bases.
- ☐ Extensive printed manual includes: How To Use an Expert System, How to Construct a Knowledge Base, plus a "Theory" chapter, Glossary, Bibliography, and more.
- ☐ User-friendly command structure and [Help] functions for simple usage.

WARNING: This is a sophisticated computer science tool requiring study to use it effectively. We recommend the following books to help you use the program to its fullest:
THE COGNITIVE COMPUTER, Addison Wesley 1984
EXPERT SYSTEMS, Wiley Press 1985
INTRODUCTION TO ARTIFICIAL INTELLIGENCE, Addison Wesley 1985

ORDER NOW! FREE BONUS!
TWO QUICK-START EXAMPLES:
Finance Knowledge Base—30 rules
Palmistry Knowledge Base—150 rules.

ST0219 **$99.95**

From Mind Soft, France



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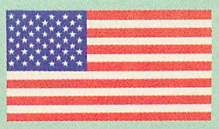
MAPS AND LEGENDS™ —The Cartographer



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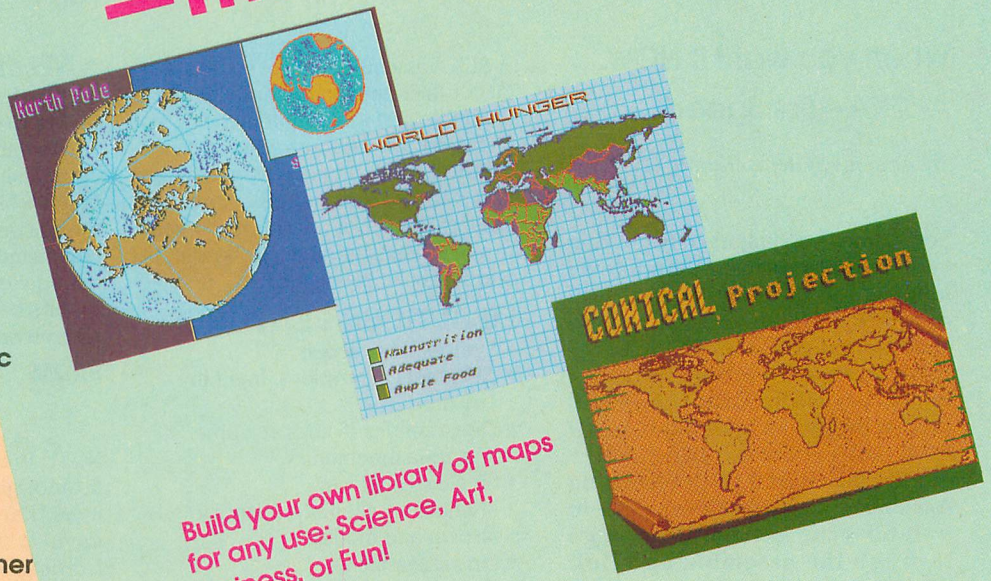

Build your own library of maps for any use: Science, Art, Business, or Fun!

Written for the Atari ST
by Harry Koons and David Chenette

Put yourself anywhere in the world — even your own hometown. And now view that land mass from any altitude—in full perspective! Design a wide variety of maps with your Atari ST, then print them out on a graphics printer.

Using advanced CAD system algorithms, MAPS and LEGENDS takes less than a minute to do what used to take hours for computers—and weeks by hand. It features ultra-fast drawing of world maps from one of 11 perspectives, three resolutions, up to 16 colors.

ENTIRELY GEM-BASED FEATURES INCLUDE:

☐ DRAWING TOOLS
- Multiple Patterns
- Variable Size Pen and Eraser
- Text (3 sizes, includes Antic's Font Accessory and over a dozen fonts)
- Fills (both solid and patterned)
- Make any size maps using window sliders and size button. Put up to 10 different maps and perspectives on one screen!

☐ OPTIONS MENU:
- TEXT Mode (place labels anywhere)
- LOCATE Mode: Reads geographic coordinates from map, and distance and bearing from any point on the Earth.
- STATE BOUNDARIES (for U.S. maps)
- GRATICULE Mode (variable-size grid)

☐ DEGAS and Neo compatible. Use your maps as basic elements in the most popular ST graphics packages.

☐ Works with color and monochrome systems.

☐ EDUCATIONAL AND PRACTICAL:

- For Educators from K thru 12, and university levels too. Teach your children to recognize land masses, oceans, other points of interest.
- Next time you go on a trip, make a map to go with your itinerary. (Very impressive).
- Complete documentation reference file (includes: glossary, bibliography, and technical notes).

ST0202 **$34.95**

NOTE: When we first saw this program at Antic, we were impressed. It performs functions usually found on cartography systems that cost $700 and up (plus, it's GEM-based, so anyone can use it). After it was in the office for a few weeks, everyone began making maps. The editorial, art, circulation, marketing and accounting departments all found creative uses for it and everyone loved it because it was so much fun. So, we decided that it should be in the catalog, but we couldn't decide on the price. We settled on $34.95, with a huge documentation file on the disk, because everyone ought to be able to afford a copy.

FINALLY! GEM DEVELOPMENT AND LEARNING TOOLS AT A SUPER VALUE!

UNITED KINGDOM

A-SEKA™ by Kuma
(68000 Assembler, Editor, Debugger)

When you want it NOW.
A-SEKA—For Speed.

By Andelos Systems/Kuma, UK

Sometimes you just need to get that code running faster. A high-level language application needs a burst of energy. Or maybe it's arcade action—high end stuff. A-SEKA does it *fast*, because it is all in RAM. All of it: The Assembler, Editor and Monitor/Debugger. Those who know how can create exciting codes mighty fast. And if you're learning Assembly, you won't ever have to wait for your latest attempt to go through the assemble and link process.

A-SEKA assembles source codes at over 30,000 lines per minute! And since it can assemble and link simultaneously, you can *run your code instantly.* Of course, A-SEKA is also a macro assembler and uses standard Motorola mnemonics. But what really sets it apart is its powerful machine language monitor, disassembler and symbolic debugger.

DEBUGGER FEATURES:

- Symbol table access.
- Arithmetic operations. Input in any base.
- Disassembles 16 lines at a time.
- Motorola mnemonics.
- Single step. Trace.
- Multiple breakpoints. Memory inspect and modify.
- Line assembler.
- Examine registers.

AND MORE . . .

All this, for under $35! You're probably saying to yourself, "Sounds great, but what's the catch?" OK, here it is. RAM-based assemblers can only assemble programs which are small enough to fit into the edit and code buffers of random access memory at the same time. On the ST, that's quite large, but there will always be a limit (there is no size limit for our other assemblers).

ST0216 **$34.95**

NOTE: In a recent product review in *Page 6*, the original British magazine for Atari users, the reviewer said, *"A-SEKA is most useful to the programmer interested in learning 68000 assembler. It provides everything you will need. . ."*

A-RAM™ by Kuma

Take a look at our RAMdisk. (Random Access Memory disk emulator) It's a remarkable value.

By Roddy Pratt, UK

Can your RAMdisk partition any size disk emulator you want?
► A-RAM can.
Can it work with TOS in ROM?
► A-RAM can.
Can your RAMdisk accelerate your floppy write speed by turning off the verify mode?
► A-RAM can.
Can you have multiple RAMdisks present at the same time?
► You guessed it. A-RAM can.

A RAMdisk is an area of memory set aside as a buffer that responds to most of the available disk commands—only much faster. Everybody needs a great RAMdisk, and A-RAM is powerful, simple and flexible enough for *every* application.

ST0215 **$19.95**

TOLL FREE **Credit card holders, call toll-free, 24 hours-a-day**
VISA **800-443-0100, ext. 133** (Continental U.S. and Hawaii) MasterCard
ORDERS ONLY!

GST C™ Compiler

UNITED KINGDOM

Here is the compiler that 1ST WORD was written in.

Do you want to write GEM-based programs for the Atari ST? With GSTC you can—without spending hundreds of dollars on expensive compilers. Now you can add windows, dialogs, and all the GEM forms to any program — it's *easy* with GSTC. Use your mouse and pull-down menus to write C programs within a desktop menu-driven "shell" environment. GSTC allows compile-assemble-link and assemble-link operations to be batched, avoiding tedious and error-prone command line entry. And it all fits on one single-sided disk. No excessive disk swaps.

At the heart of the GSTC package is the remarkable *GEM Superstructure Library.* This enables the beginner to write GEM applications software at once, without the complex learning curve associated with GEM AES and VDI. Open a fully-functioning window with one call. GSTC is fast—providing compile and linkage turn-around times speedy enough for the most impatient hacker!

GSTC features include:
- GEM Text Editor
- Linker
- C Compiler
- GEM "shell"
- 68000 Assembler
- GEM Superstructure Library
- GEM bindings, (Standard Unix, GEM VDI, GEM AES, GEM XBIOS, TOS)
- Comprehensive printed user manual

ST0217 **$79.95**

NOTE: We searched all over the world to find the best introductory C compiler. When we discovered that GSTC was used to write 1ST WORD, we decided that it was just what we were looking for. This compiler is very powerful and remarkably easy to use. But at present, it doesn't have structures or a floating point library. If you're writing a program that uses very serious math, you may need to look at Lattice C. But if you're only writing a word processor, GSTC will do the job.

GST-LINK

GST-LINK is supplied with GSTC and GST-ASM and enables separately compiled or assembled program modules to be linked together and to extract any run-time library routines from the GEM libraries. GST-LINK features include:
- Relocatable, compact, binary format
- Optional SID debugger symbols
- Automatic run-time relocation of modules by the TOS loader
- Comprehensive link map listing with optional symbol table
- Optional global symbol cross reference
- Link operations driven from a batch control file

GST-LINK is the linker that Metacomco chose to use with all their products.

FREE! With every GSTC and GST-ASM!

GST-EDIT

(Universal GEM Screen Editor)
GST-EDIT is to programming, what 1ST WORD is to word processing. It's a GEM-based text editor which you can use for writing programs in any language that accepts ASCII files. If you know how to use 1ST WORD, you're already an expert with GST-EDIT. Its features include:
- Up to four simultaneous files in separate windows
- Block cut and paste between windows
- Comprehensive search and replace functions
- Cursor movement by mouse or keyboard
- Full on-screen help information

FREE! With every GSTC and GST-AM!

GST-ASM™

A high-level Macro Assembler with an unbeatable combination of price, performance, and features.

GST-ASM is a Motorola-compatible 68000 macro assembler with advanced features — including high-level control flow instructions, very powerful macro facilities and extremely fast throughput. GST-ASM is designed for the professional who needs a sophisticated macro assembler to develop real-time software products. And since it uses the GST GEM interface, it's a joy for beginner and intermediate programmers as well.

GST-ASM features include:
- 68000 macro assembler
- Linker
- GEM text editor
- GEM "shell"
- Unique, high-level instruction macro library (IF, WHILE, REPEAT, CASE, etc.)
- Generates relocatable code
- Produces object code compatible with Lattice C, Meta Pascal, and Meta Assembler.
- Comprehensive printed user manual

ST0218 **$59.95**

UNITED KINGDOM

METACOMCO MCC PASCAL™

ISO PASCAL COMPILER

This Pascal compiler has been widely used on the Commodore Amiga and the Sinclair QL. It is a fast and powerful implementation that conforms *fully* to the exacting ISO 7185 standard. MCC PASCAL is the ideal Pascal for all users, whether new to Pascal or experienced programmers.

☐ TRUE COMPILER PRODUCING NATIVE 68000 CODE. Applications written using MCC PASCAL will be compact and efficient. Runtime systems are simple to implement. Many other compilers produce an intermediate code requiring a special runtime environment.

☐ FAST, SINGLE-PASS COMPILATION. MCC PASCAL compilation is straightforward and fast—ideal in education or program development.

☐ COMPATIBLE—COMPLETE IMPLEMENTATION OF ISO 7185. Compatibility with the International Standards Organization's definition of ISO Pascal ensures that program written in MCC PASCAL can be readily transferred to other computers running the ISO Pascal system. (Note: ISO 7185 is the same as ANSI/IEEE 770X3.97)

☐ DIRECT ADDRESSING OF THE FULL ST ADDRESS SPACE.

☐ 32-BIT INTEGERS AND 32-BIT IEEE FLOATING POINT.

☐ VERY LARGE SETS AND ARRAYS. Limited only by the size of the ST's memory.

☐ COMPREHENSIVE ERROR HANDLING. MCC PASCAL gives detailed error information, both at compilation and program runtime. The compiler recognizes over 150 different errors, and the runtime system provides over 30 different English error messages.

☐ 215-PAGE MANUAL.

LINKER

☐ Includes the Metacomco linker.

EDITOR

☐ Includes the Metacomco full-screen editor.

ST0206 **$99.95**

MACRO ASSEMBLER™

The Metacomco products are for when you need the most portable, compatible code possible (these are the same systems that are available for the Amiga). From the UK's premier 68000 systems software house—the engineers who also wrote AmigaDOS.

The META ASSEMBLER is designed for the serious software developer. It is a high-specification system, complete with linker, screen editor, libraries, and 100-page manual. Here are just a few of its features:

☐ MACRO ASSEMBLER

- Standard Motorola mnemonics.
- Macro expansions.
- Position independent or relocatable code.
- Large range of directives.
- Fully formatted listings.
- External references.
- Over 160 explicit error messages.
- Conditional Assembly.
- Cross reference listings.
- 30-character variable names and 32-bit expressions.
- 100-page manual.

☐ LINKER

- Integral linker allows up to 20 assembler modules and modules written in high-level languages (such as Lattice C) to be linked together. All Metacomco languages use the same linker.

☐ SCREEN EDITOR

- Includes the Metacomco full-screen editor.

ST0205 **$79.95**

FREE WITH EACH

SCREEN EDITOR

☐ **EDITS ANY ASCII FILE.** This includes data files and program sources.

☐ **HORIZONTAL AND VERTICAL SCROLLING.**

☐ **FILE MERGING.** One file can be inserted at any point into another. Plus, a block of text can also be written out to a named file allowing selective inclusion of one text segment in another.

☐ **BLOCK COPY AND DELETE.**

☐ **SEARCH AND REPLACE.** A full range of search and replace commands are provided, such as Find, Backwards Find, Replace, Replace and Query.

☐ **REPETITION OF COMMAND GROUPS (Macros).** Commands can be combined into command groups, and any group repeated a specific number of times. Command groups can be nested and complex commands lines can be developed to make global changes to a file.

☐ **AUTOMATIC WORD WRAP.** Supports automatic word wrap at a user-defined right margin. The left margin can also be altered.

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LATTICE C™

The standard for the 68000.

UNITED KINGDOM

COMPILER

- **Full Kernighan and Ritchie implementation**
- **Powerful data types (pointers, arrays, structures, unions)**
- **Separate compilation**
- **Conditional compilation**
- **Macros**
- **LATTICE design**
- **True native code compiler**
- **Comprehensive error handling, including warning messages**
- **Full floating point arithmetic**
- **Optimized to produce fast, compact code**
- **No runtime licenses required**
- **All C language features are supported, including:**

  PRE-PROCESSOR COMMANDS: #include, #define, #undef, #if, #ifdef, #ifndef, #else, #endif, #line.

  STORAGE CLASSES: extern, static, auto, register, typedef.

  TYPE DECLARATORS: int, char, short, unsigned, long, float, double, struct, union.

  OBJECT MODIFIERS: ", [ ], ( ). Declarations may be arbitrarily complex.

  INITIALIZERS: Full range of expressions accepted.

  SCOPE RULES: Identifiers may be redeclared at the beginning of any block, but all "extern" objects must be declared consistently within the same module.

  STATEMENT TYPES: All are supported, including labels and goto.

  OPERATORS: All are supported, in the standard precedence, including conditional and comma operators.
- Other features include comment nesting, variables up to 39 characters in length and separate name lists for each structure or union.
- Full Text Editor
- Complete Linker
- 270-PAGE MANUAL
- Use of the linker allows complete interface to GEM VDI and AES functions and to library of Unix and utility functions. Libraries are provided for complete interface to these functions, allowing all the features of the Atari ST—icons, windows, graphics, etc.—to be used. The graphics libraries are included in source code form to aid understanding and to allow the user to change the libraries (if required).
- Compatible with two linkers. The object code produced by the compiler is compatible with both the linker supplied with the kit and also with LINK68 from Digital Research.

ST0207 **$149.95**

Technical questions? Talk with a Metacomco System Software Engineer: Call (408) 438-7201.

ANNOUNCING—A*PLUG—THE ANTIC Programming Languages User Group

CompuServe has set aside a special part of the Atari Developers SIG (type GO ATARIDEV) for the users of ANTIC languages. A*PLUG has its own Data Library (DL1) and Message Base (Sec. 1). Here you can meet others using LATTICE C, GST-C, GST-ASM, A-SEKA, META PASCAL, META MACRO ASSEMBLER and the other fine development tools published by ANTIC.

A*PLUG is:
A User Group
A Programmer's Resource
A Programmer's Exchange
A Place to ask other programmers
A Place to answer other programmers

A*PLUG is not:
ANTIC Customer Support. As always that is in ANTIC ON-LINE or call (415) 957-0886

FREE—ON COMPUSERVE! (no surcharge regular CompuServe rates apply)

C.O.L.R. Object Editor

by The Rugby Circle

NOW, the first all purpose graphics design programming package is available for the ST. An essential time-saving tool developed for creating software sprites and bit-mapped game objects.

Your original art or favorite low-resolution picture from any ST paint program can be sketched or modified. Invert, twist or copy your objects. The zoom editing feature gives your picture that professional look. Your object is stored on disk in a compatible format allowing you to access your work from the programming language of your choice.

Store up to 20 objects in memory at once and instantly access four rainbow paint palettes from RAM.

C.O.L.R. OBJECT EDITOR includes object motion examples. This is the only graphics programming tool of its kind for the professional and hobbyist programmer.

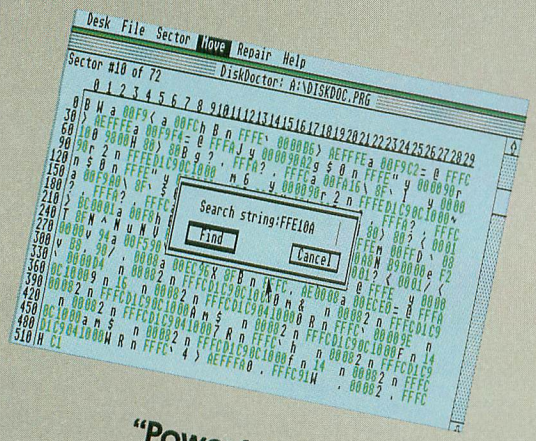
See the November issue of ANTIC for more information on C.O.L.R. OBJECT EDITOR.

"An all-purpose graphic design utility package for ST program designers using 16-color mode."

ST0201 **$29.95**

DISK DOCTOR

by Dan Matejka



"Powerful GEM-based disk utility package."

Learn the secrets of ST disk structure, and if you're adventurous, try some "disk archeology." Recover deleted files *automatically* and repair damaged files and disks. Make quick modifications to *any* ST single or double-sided floppy or hard disk. Use DISK DOCTOR to *customize* program menus and messages. Search for character strings or go to any sector instantly. Quickly edit full sectors on-screen using your mouse or cursor keys. Get directory history, file attributes, and more. DISK DOCTOR is perfect for the casual user who just wants to repair a file, OR the *serious programmer* who wants to discover what's really going on. Includes on-disk Help and thorough technical reference information.

ST0211 **$29.95**

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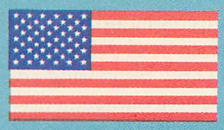


U.S.A.

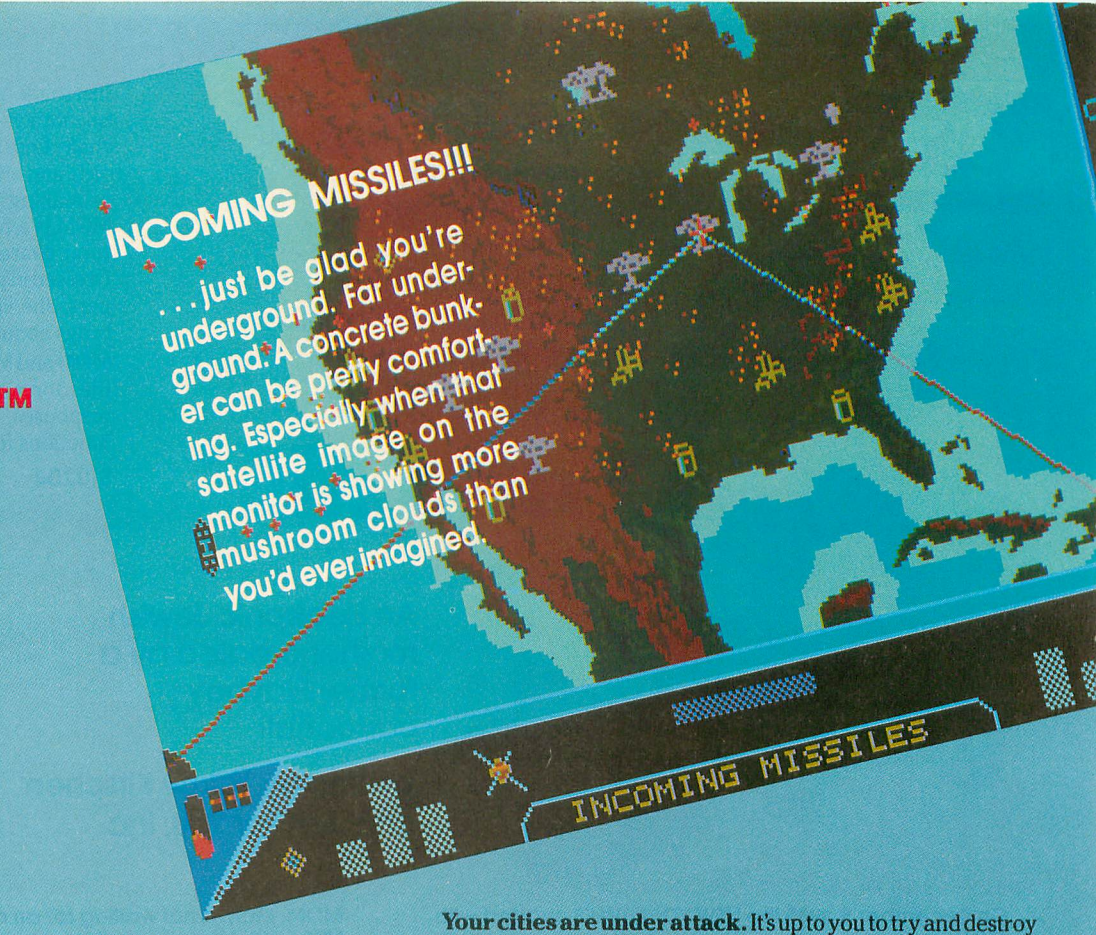
RED ALERT™

Written by Stanley Crane and Daniel Matejka

But you have some options. A few. Strategically-placed Ground-Based Lasers and Antiballistic Missile Silos are the backbone of your defense. Your last space-based Particle Beam Weapon is available, but you must allocate your resources wisely to use it.

NOTE: RED ALERT is an addicting game, but it's also a thought-provoking version of an SDI (Strategic Defense Initiative) nightmare scenario. (RED ALERT was developed by the authors of DB Master.)

ST0223 **$24.95**



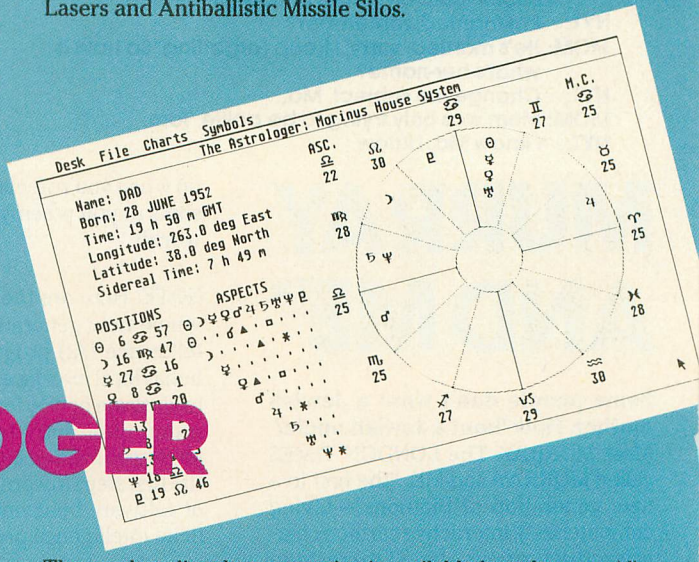
Your cities are under attack. It's up to you to try and destroy the Russian ICBM's and MIRV's—plus the missiles launched from nuclear subs. RED ALERT features real-time animation, on-screen help, auto-demo mode, color/monochrome compatibility, three selectable levels of play, PLUS a unique construction set which lets you customize North America with the cities that you want to protect, and the positions of the Ground-Based Lasers and Antiballistic Missile Silos.

Create Your Astrological Chart Instantly Using Multiple House Systems!

STAR STRUCK™ —THE ASTROLOGER

By Harry Koons and David Chenette

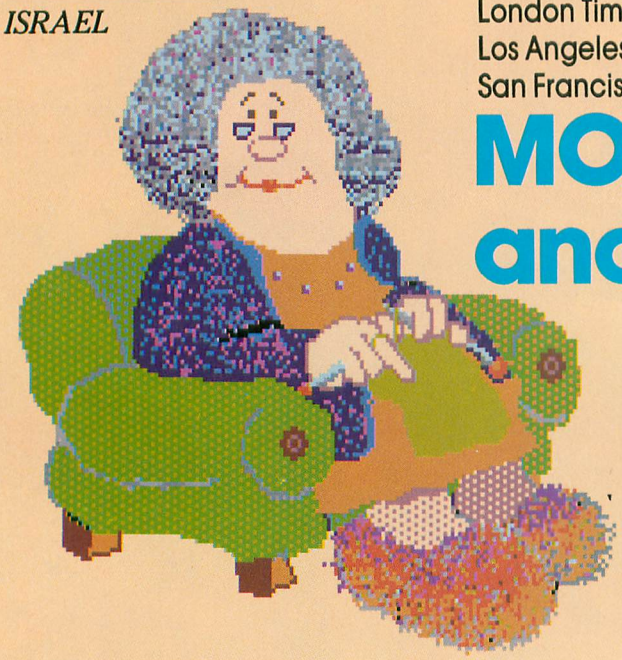
Now your ST can *instantly* generate accurate natal charts for you, your family, and friends—the way an astrologer would do it. Entirely GEM-based, THE ASTROLOGER creates charts based on the most popular types of house systems used throughout history (Morinus, Equal Spaced, Porphory, and more). On-screen help windows show you exactly what all of the custom astrological icons mean.



Thorough on-line documentation is available for reference. All aspects are displayed in graphic form. U.S. and world maps are built into the program—locate your birthplace with the mouse or key-in the exact coordinates. Charts can be printed out or saved to disk in DEGAS format. Compatible with color and monochrome monitors.

ST0222 **$24.95**

ISRAEL



If you haven't heard about MURRAY or MOM yet, you haven't read:
New York Times
London Times
Los Angeles Times
San Francisco Chronicle

MOM and ME™

An Electronic Jewish mother created by a former Playboy cartoonist!

Written by Yakov Kirschen and Just For You, Inc.

Just think. Your own computerized Jewish mother—on-screen in an overstuffed chair; knitting, cajoling, dispensing advice, and offering you encouragement—or making you feel guilty, of course. MOM is a full-color, computerized, cartoon character always ready to chat. Dressed in granny glasses and fluffy slippers, she speaks to you by name and brags about you to your friends.

MOM and ME uses extensive personality files for a wide variety of human-like responses, plus mouse-based response functions for easy interaction.

ST0204 ~~$34.95~~
$19.95 this catalog only (monochrome/color)

On December 5, 1985 the NEW YORK TIMES chatted with MOM:

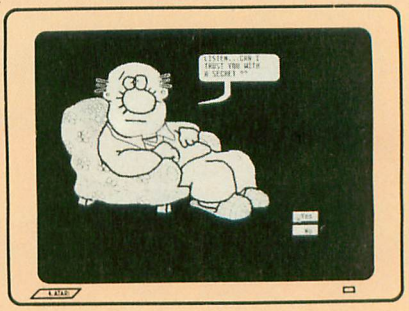
MOM: Are you getting enough exercise, Tom?
NYT: Yes Ma.
MOM: By setting in front of the computer all day?
NYT: No Comment.
MOM: He's sulking again! Why don't you go out to a social function? Meet a nice girl.
NYT: I'm married, remember?
MOM: He's married, sorry, I keep forgetting. So how is what's-her-name?
NYT: Change the subject, Ma.
MOM: Mom was only trying to be polite, Tom.
NYT: I know Ma, I know.
MOM: Mom is not waiting for an apology.
NYT: What are you talking about?
MOM: Insult me as much as you want, Tom. Mom loves you.
NYT: When did I insult you?
MOM: I'm knitting a nice warm sweater for you, Tom.
NYT: You're changing the subject.
MOM: But you asked me to change the subject.
NYT: That was before.
MOM: You see how your Mom remembers?
NYT: What are you talking about?
MOM: The sweater, Tom, the sweater. You're so forgetful. You get it from your father's side.
NYT: Cut it out, Ma!
MOM: Mom has to go now, Tom. Be a good boy.

MURRAY AND ME™

Some people don't want a Jewish mother. How 'bout a Jewish uncle? Meet MURRAY. The LONDON TIMES called MURRAY and ME, "the first in a new generation of Biotoons"—Living computerized, interactive cartoon characters that use your Atari ST to create an artificial personality by using artificial intelligence programming methods. MURRAY is always ready to cheer you up when you're feeling blue (or take potshots at you when you're on top of the world).

NOTE: Here are the first two titles in a whole new generation of Artificial Intelligence (AI) programs. These use a behavioral interface with the computer to illustrate how to teach a machine to respond differently to differing stimuli. MOM and ME and MURRAY and ME are the first steps towards an understanding of software behavior engines and artificial intelligence programs.

ST0203 ~~$34.95~~
$19.95 this catalog only (monocrochome/color)



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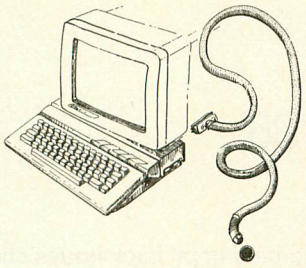


HARD TO FIND CABLES ONLY $19.95

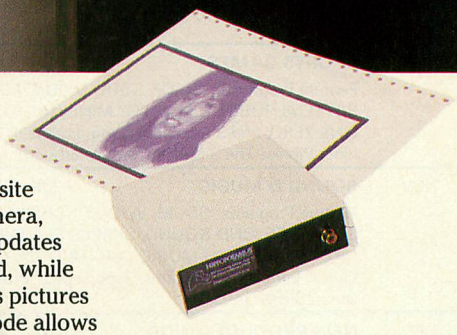
Antic has premium quality shielded cables with gold contacts.

What makes these cables so special? They have the unique non-standard Atari connectors and provide the length that can free-up your workstation of awkward peripheral arrangements.

520 ST
10' ST Micro floppy disk drive cable (SF354 and SF314 drives)
PH0003 $19.95
6' ST to printer cable
PH0001 $19.95
6' ST to modem cable
PH0002 $19.95

800/XL/XE
10' Atari standard peripheral cable (Serial/SIO conncector)
***PH0006* $19.95**
6' 850 Interface to printer cable **PH0004 $19.95**
6' 850 Interface to modem cable **PH0005 $19.95**

HIPPOVISION VIDEO DIGITIZER



Creates digitized Degas and NEOchrome-compatible picture files using any high quality composite video input (e.g. color or b&w camera, VCR, TV, etc. . . .). Fast software updates the ST's screen 10 times per second, while the hardware frame-grabber snaps pictures in 1/60 of a second. Animation mode allows automatic sequential frame digitization. Black and white high contrast mode or up to 16 grey levels with color monitors. 320H × 250V resolution. Routine allows direct access to pixel data. NTSC, PAL, and SECAM compatible. Includes hardware, software, demos and instructions.

Send video pictures over the phone with the modem. Perfect for artists, game designers, and video aficionados.

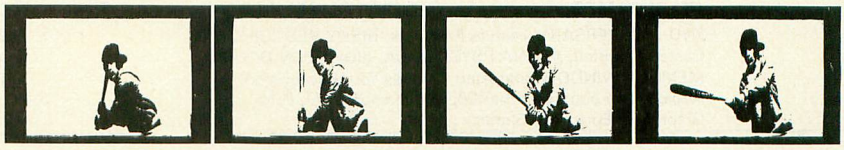
THE SPECS

8 bit A/D and D/A. 2.5μs flash A/D conversion rate allows sampling up to 400,000 samples per second. 1 volt peak-to-peak signal and source. Hardware plugs into printer port for high speed data transfer rate.

PH0007 $139.95

REAL-TIME DISPLAY

HIPPOPOTAMUS SOFTWARE, INC.



(5 frames displayed per second)

ANTIC ARCHIVES

BACK ISSUES & DISKS '83-'86

250+ DISK PROGRAMS!

NOW READY-TO-RUN . . . More than 250 great programs from **Antic** back issues on disk! Complete program disks for every **Antic** since August, 1983. Average disk has over 9 programs. Each disk—only $12.95.

Limited numbers of **Antic** hard copy back issues still available. Each magazine—$5.00 (shipping and handling included). Hurry, order now and complete your **Antic** library!

		# Progs/K	Mag No.	Disk No.
'83 AUG	**COMPUTER GRAPHICS**	9/66K	**AMS0883**	ADS0883
	Feature Programs: ESCHER SKETCHER, KEYSTROKE ARTIST, MAZE MANIAC, 3-D FUJI, and Pilot, Starting Line, Learn Resistor Codes, Graphics Grab-bag, Profile: Alan Alda (Atari) . . .			
SEPT	**COMPUTERS IN EDUCATION**	8/35K	**AMS0983**	ADS0983
	Feature Programs: HOOKEY!, OBJECT CODE TO STRING, PATTERN MAKER, FORTH ASSEMBLER, BINARY AUTOLOADER, and **6** Atari Education Articles, Pilot, Starting Line (P/M Graphics) . . .			
OCT	**SPORTS GAMES**	10/52K	**AMS1083**	ADS1083
	Feature Programs: TRACK STAR, MOUNTAIN SKIING, CASSETTE AUTOBOOT, MAXTER MIND, NIGHTMARE MISSION, LINE ZERO, and 3 Education Programs, FORTH Factory, Starting Line, Profile: The 3 Carlston's (Broderbund) . . .			
NOV	**SOUND & MUSIC**	9/51K	**AMS1183**	ADS1183
	Feature Programs: S.A.M. W/OUT SCREEN BLANKING, SOUND BEYOND SOUND, SIMPLE SYNTHESIZER, PICK A CHORD, RANDOM MUSIC, AIR RAID 2000, and Logo, Starting Line, 3 Education Programs, Tape Topics, Profile: Roberta Williams (Sierra On-Line) . . .			
DEC	**NEW PRODUCT GUIDE**	13/60K	**AMS1283**	ADS1283
	Feature Programs: ANATOMY OF A ROBOT (part I), GARBAGE COLLECTOR (For unwanted character strings), GTIA SKETCHPAD (modes 9,10,11), and 101 Best Atari Products, Display List Interrupts Explained, Automate Your Player/Missiles . . . 148 pages—BIGGEST ANTIC EVER!			
'84 JAN	**PRINTER SURVEY**	12/54K	**AMS0184**	ADS0184
	Feature Programs: POCKET CALENDARS, SCREEN DUMP (White & Herrera), ROBOTS (part II), WORDFIND (by Ratcliff), SNOWBIRD, ROAD RACE, and Starting Line, 2 Education Games, **11** Great Printer Articles/Programs—Essential Reference . . .			
FEB	**PERSONAL FINANCE**	12/64K	**AMS0284**	ADS0284
	Feature Programs: MONEY MATTERS (Personal Investment Simulator), PHONE BOOK, STOCK SPREADSHEET, CHARACTER GRAPHICS TECHNIQUES, THE GAUNTLET, GALACTIC GLOOP, and Starting Line, Logo Books, Systems Guide, Tape Topics . . .			
MAR	**WORLDWIDE USERS ISSUE**	14/60K	**AMS0384**	ADS0384
	Feature Programs: POKER SOLITAIRE, CENTURION, ESCAPE MAZE, DISK SECTOR READ, GTIA RAINBOW, FLASH CARDS, and Letters and Photos from Around the World, 8 International Atari Articles (Atari's in Grenada?), FORTH Factory, Profile: James J. Morgan (Atari CEO) . . .			
APR	**ATARI GAMES—**	15/59K	**AMS0484**	ADS0484
	2ND ANNIVERSARY. Feature Programs: RISKY RESCUE (J.D. Casten Favorite!), ARENA PSYCHOTICA, LIGHT PEN DOODLE, MEMORY WINDOW, and Atari Controls Your Environment, Audio/Video output for the 400, Introduction to AI, P/M Graphics, 3 Education Games . . .			

		# Progs/K	Mag No.	Disk No.
MA/JU	**EXPLORING THE XL**	10/54K	**AMS0584**	ADS0584
	Feature Programs: ESCAPE FROM EPSILON, SCROLLING TUTORIAL, ANIMATE FROM BASIC (part I), COLOR TV ADJUSTER, TALK TO YOUR ROBOT (part III), and Photo/technical Anatomy and Evolution of the 800XL, Profile: James Levy (Activision CEO) . . .			
JULY	**TELECOMMUNICATIONS**	6/38K	**AMS0784**	ADS0784
	Feature Programs: AMODEM 4.2 (850 version), WORLD OF ATARI/SHORTWAVE, STARSECTOR DEFENSE, LAPTOP-TO-ATARI INTERFACING, RUN ROBOT RUN (part IV), C LANGUAGE TUTORIAL, and Plato Rising (The Definitive Learning Phone), ANIMATE FROM BASIC (part II) . . .			
AUG	**DISK DRIVE SURVEY**	6/67K	**AMS0884**	ADS0884
	Feature Programs: HORSPLAY (Racetrack handicapper), CREEPY CAVERNS (Anthony Ramos's arcade classic), VARIABLE XREF & RENAMER, SIMON (Memory Game), and Disk Drive Survey, Logic According to Boole, ATR-8000 Evaluation, Profile: Lucasfilm's Ball Blazer and Fractalus Design Team . . .			
SEPT	**COMPUTER GRAPHICS**	11/65K	**AMS0984**	ADS0984
	Feature Programs: 128 COLORS FOR MICROPAINTER/ILLUSTRATOR, FADER, EASY MODE CONVERTER, DRAWING FUN, OLYMPIC DASH, COPYMATE, and Unlocking the 56 Graphics Modes, Rotate Your Player, Pilot, Graphics Product Survey . . .			
OCT	**LEARNING MAGIC**	9/63K	**AMS1084**	ADS1084
	Feature Programs: PLUS & MINUS, MOLE ATTACK, CHABOT'S 4/5 CHAR. ANIMATOR, P/M BOUNCING BALL (Fox & Waite), DIVER, JACKS, and Action!, Solving Problems with Logo, Top 18 Edu. Programs, Tutorials . . .			
NOV	**COMPUTER ADVENTURES**	9/60K	**AMS1184**	ADS1184
	Feature Programs: ADVENTURE ISLAND, ADVENT X-5, OMNIVENTURE, WINDOWS (part I), CREATE YOUR OWN CURSOR, and We Solved 8 Infocom's, 4 Adventure Articles, Assembly Language Tutorial I (by Mark Andrews—Atari Roots) . . .			
DEC	**BUYERS GUIDE**	6/30K	**AMS1284**	ADS1284
	Feature Programs: INFOBITS (Database System), BANNERTIZER, BIFFDROP (J.D. Casten's classic!), WINDOWS (part II), and Assembly Language Tutorial II (Andrews), 125 Best Atari Products of 1984 . . .			
'85 JAN	**SUPER UTILITIES**	7/62K	**AMS0185**	ADS0185
	Feature Programs: DISKIO, TYPO II, BASIC SEARCHER, TOUCH TABLET CURSOR, WIDETEXT, Q.T., SCRAMBLE, and Op-Code Finder (Assembly), XL Parallel Bus Revealed (part I), Profile: Dan Bunten (Seven Cities of Gold) . . .			
FEB	**MONEY MASTERY**	8/67K	**AMS0285**	ADS0285
	Feature Programs: HOME LOAN ANALYZER (Type-in the APX Award Winner!), CURRENCY CHANGER, INCOME TAX SPREADSHEET (Syn-Calc), DRUM/BASS SYNTHESIZER, KOOKY'S QUEST, and Tramiel Declares War!, S.A.M. Handler (Assembly), XL Parallel Bus Revealed (part II) . . .			

		# Progs/K	Mag No.	Disk No.
MAR	**ULTIMATE PRINTER GUIDE**	8/61K	**AMS0385**	ADS0385

Feature Programs: KWIK DUMP (Best Graphics Dump), FONTMAKER, CUSTOM PRINT (for Atari special char's. by Matt Ratcliff), LABELMAKER, KEYBOARD MACRO COMMANDER, TWO BIG GAMES, and Secrets of Atariwriter, Printer Guide, XL Parallel Bus Revealed (part III) . . .

APR	**COMPUTER FRONTIERS**	10/87K	**AMS0485**	ADS0485

Feature Programs: S.A.M. SPEECH EDITOR, EIGHT QUEENS PROBLEM (Solution), PRICE'S PAINTER GETS FRIENDLIER, DOT MATRIX DIGITIZER, CRYPTOGRAPHY, MANEUVER, CRAZY EIGHTS!, and Welcome to ANTIC ON-LINE, Expert Systems, XL Parallel Bus Revealed (part IV), Profile: Nolan Bushnell . . .

MAY	**3RD ANNIVERSARY ISSUE**	10/86K	**AMS0585**	ADS0585

Feature Programs: SON OF INFOBITS (Database Editor), TSCOPE AUTODIALER, ARENA RACER, BEER PARTY ATARI, MODE MIXER, FADER II, AMAZING (Action! game), and ST: Meet the 68000, GEM overview . . .

JUNE	**COMPUTER ARTS**	10/173K	**AMS0686**	ADS0686

Feature Programs: VIEW 3-D, GRAPHICS UTILITY PACKAGE (For Atari BASIC), PICTURE ENHANCER, GUITAR TUTOR, THE MUSICIAN, HELICOPTER ROUND-UP, TURBO TYPO II, and MIDI overview, Logo music, GEM Seminar coverage, Profile: Ron Luks (SIG*Atari) . . .

JULY	**COMPUTER CHALLENGES**	8/145K	**AMS0785**	ADS0785

Feature Programs: 3 Puzzles (CRYPTOQUOTES, SLIDE, NAME THAT SONG), 4 Arcade Games (STAR VENTURE, DARKSTAR, OVERFLOW, MINIATURE GOLF), and 130XE Bank Switching, Everything About Every DOS, Profile: Joel Billings (SSI) . . .

AUG	**TELECOMPUTERS**	9/117K	**AMS0885**	ADS0885

Feature Programs: ATARI 'TOONS (BBS Cursor Art), WETMORE ON THE 1030 MODEM, 1030 PROTERM, DISPLAY MASTER (Special Effects), VALLIANT, and ST SECTION I (Kermit Transfers, Interior View, Desktop Intro), Profile: The Microbits Boys . . .

SEPT	**POWER PROGRAMMING**	10/60K	**AMS0985**	ADS0985

Feature Programs: BASIC REVISION C CONVERTER, 16-BIT MUSIC, 130XE ONE-PASS COPIER, MIRRORED DISPLAY LISTS, SOUND EFFECTS LIBRARY, FINE SCROLLING WORLD (Andrews, part I), 8 QUEENS ACTION!, PAGE FLIPPING, CRICKETS, and ST SECTION II (1st Address Map, Using GEM Control Panel, Hi-res Art) . . .

OCT	**MIND TOOLS**	8/54K	**AMS1085**	ADS1085

Feature Programs: GRAPH 3-D, YOGA BREATHING, BANJO PICKER, ALIEN ASYLUM, LEMONADE (APX hit economics simulation!), FINE SCROLLING WORLD (part II), and ST SECTION III (CD-ROM IN DEPTH, 1st ST Benchmark, GEM COLOR Program), S.A.T. Software Review . . .

NOV	**NEW COMMUNICATIONS**	8/63K	**AMS1185**	ADS1185

Feature Programs: MORSE CODE RECEIVER/TRANSLATER, RAPID GRAPHICS MODE CONVERTER, 130XE MEMORY MANAGEMENT, MORE TYPO II ENHANCEMENTS, VAMPIRE RATS, FAST CURSOR MOVES, and Radio Modems and Software Overview, ST SECTION IV (ST Uses IBM Disk Files, ST Sound) . . .

		# Progs/K	Mag No.	Disk No.
DEC	**4TH ANN. SHOPPERS GUIDE**	6/71K	**AMS1285**	ADS1285

Feature Programs: DISKIO PLUS (Enhancements Plus 2.5 Compatibility), BBS CRASHBUSTER (Ratcliff), BUILD YOUR OWN EPROM BURNER, BOX-IN (J.D. Casten), and 100 Best Atari Products, Profile: Lucasfilm Design Team, ST SECTION V (Intro To 520ST Assembly Lang., ST LOGO Exploration, ST Products Guide) . . .

'86 JAN	**ATARI PRODUCT REVIVAL**	7/69K	**AMS0186**	ADS0186

Feature Programs: APPOINTMENT CALENDAR, DUNGEON MASTER'S APPRENTICE, BINGO CALLER, SYSOP SANTA CLAUS, WIREBALL, and Mapping the XL/XE (Ian Chadwick), ST SECTION VI (ST FONT LOADER, TOS Roadmap, UK Software) . . .

FEB	**PRINTER POWER**	26/57K	**AMS0286**	ADS0286

Feature Programs: T-SHIRT MAKER, INSTANT-DOS, DOS 2.5 FOR AXLON, MULTI-COLORED PLAYERS, WARRIOR 3000, 1020 PLOTTER, BASIC ON/OFF SWITCHER. ST SEC VII (FORTH ESCAPES, ST Disk Secrets, Crash Clues)

MAR	**PRACTICAL APPLICATIONS**	25/49K	**AMS0386**	ADS0386

Feature Programs: LIE DETECTOR, STICKWRITER, HOME HEARING TEST, LUNAR LANDER CONST. SET, and Atari at Work, New Owners Column. ST SEC VIII (MIDI DRIVER, LOGO MODERNE, HIPPO SOUND).

APR	**COMPUTER MATHEMATICS**	17/46K	**AMS0486**	ADS0486

Feature Programs: FRACTAL ZOOM, GUESS THE ANIMAL, LIFE REVISITED, 3-D TIC TAC TOE, V(ERSION) SAVER, and New Users Column part 2. ST SEC IX (3-D FRACTALS, ST Cartridges, GEM and BASIC-VDI)

MAY	**4TH ANNIVERSARY ISSUE**	17/68K	**AMS0586**	ADS0586

Feature Programs: MOLECULAR WEIGHT CALC, MYGARDEN, POSTERMAKER, JOYSTICK CURSOR, ROCKSLIDE, HEXCONVERTER, and New Users Column Part 3. ST SEC X (JoySTick, ST PONG, and more).

BONUS	**THE CASTEN GAME DISK**	10/80K		ADS0001

The fabulous games of J.D. CASTEN, updated and improved including some never before published: ESCAPE FROM EPSILON+, RISKY RESCUE (regular and INDUSTRIAL versions), ADVENT X-5, BOX-IN, BIFFDROP (normal and NIGHTMARE versions), NEMESIS, CRAZY HAROLD'S ADROIT ADVENTURE.

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BASIC: Includes MIDIREC.BAS—a simple MIDI sequencer and sample song files, BG.BAS—backgammon, Fractals in BASIC, Biorythm's, and more. LOGO: Nearly a dozen useful routines including complex graphics. Plus two bonus desk accessories.

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Features MANDLEZOOM by Harry Koons. Uses Mandelbrot algorithm to draw fractals in GEM windows in any resolution. Then zoom in with 2×, 4×, 8×, or 16× magnification. Change fractal iteration values and rescale fractals to enhance their color. Then save your fractal picture to disk. Includes all "C" source and object files. PLUS, a half dozen other fractal programs that use different algorithms and display techniques (some also with source code).

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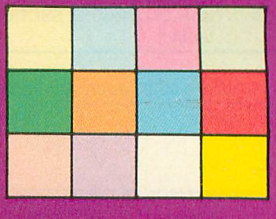

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Written in compiled BASIC and machine language

Now you can easily transfer color Atari screen graphics to paper. Supports Atari 1020 color plotter, Radio Shack CGP-115, Mannesmann Tally Pixy 3, Sweet Pea color plotters. Plot in different sizes; modify aspect/display ratios; display pictures and preview pen colors on screen. Special "superimpose" option stacks one plot on top of another. Generate drawings on screen with Rambrandt, Micro-Illustrator, Atari Artist, Atari Graphics, Atari Paint, Atari World or Micro-Painter. Then print them out in color! It's easy with SCREEN PLOT! Includes source code to teach how plotter drivers are written.

REQUIRES: One of the above-listed plotters.

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Control exactly how you want text laid out on a printed page or on a screen. THE PRINT TOOL is an Atari conversion of RUNOFF: the document formatter/compiler previously available only on DEC PDP-11's and VAX's. Automatically generate a table of contents, footnotes and index. Make slides for audiovisual presentations. Automatic section, chapter, appendix and page numbering. Use it for any size document—it outputs word plus line count. And much more! Compatible with every text editor/word processor. Students use THE PRINT TOOL for thesis formatting. Teachers use it for class materials—the same source can be used for slides and outlines. Plus, more professional programmers use it for documentation than *any other* text formatter.

REQUIRES: Any text editor (such as WORD MAGIC/AP130)

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by John Eric Hinckley
Written in machine language

Build your own printer drivers for AtariWriter! Now AtariWriter is totally compatible with every printer. Comes with 12 preconfigured drivers on disk, including: Epson FX-80/MX-80, Gemini 10X, NEC 8023, C.Itoh Prowriter, Atari 1027, and Brother HR-25. Get improved utility from AtariWriter and your printer! Finally, you get all the features you need with your printer: Elongated text, centering, up to 3 different type fonts, proportional spacing, underlining, superscript, subscript, and blocked right text. Includes demo file to show what functions are seen by your printer and special control-code prompts for quick one-time configuring of your custom printer driver.

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Work with the entire picture or just area you want. PICTURE PLUS will merge two pictures, reverse a picture left to right (for T-Shirts), turn it upside down, move it in any direction, make a negative, or change colors. Add text anywhere on the picture, in any color(s) and any font(s), in 6 sizes.

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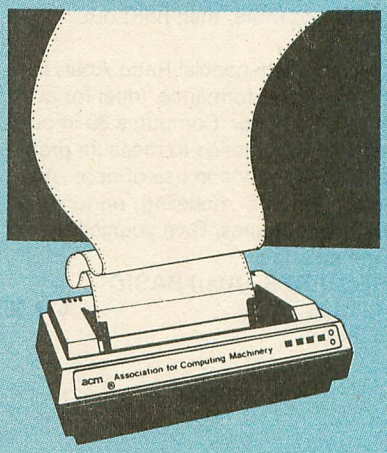

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REQUIRES: 48K RAM, Atari BASIC
OPTIONAL: Dot Matrix Graphics Printer

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Written in BASIC

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Written in BASIC

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Use your computer to save energy costs! For a more comfortable home, get HOUSE today!

REQUIRES: Atari BASIC
OPTIONAL: 80-column printer
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Packed with features! The most unusual and ergonomic database available.

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by Russ Wetmore and Sparky Starks
Written in compiled Action!

HomeCard is really a simulation. It is the most elegant 3×5 card file you have ever seen. Yet it is more than just a card file. HomeCard is a computerized version of an ingenious 19th century mechanical information retrieval system. This mechanical analogy makes HomeCard very simple to use and extremely powerful. It is as easy as a rolodex and as powerful as a computerized database (after all that's what it is). Add to this power the most flexible printer formatter ever seen on an Atari (requires the 850 printer interface). And HomeCard also has an instant telephone autodialer. It will dial through your modem or if you don't have a modem (yet), it will dial through the TV speaker! This information management system has it all. It is absolutely perfect for business- and sales-people who spend a lot of time on the phone. Ideal for User Groups, schools, organizations, and homes.

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ASTROLOGY

by Harry Koons and Art Prag
Written in BASIC

Complete your *family records* for *posterity*. With this menu-driven program you can *easily* create astrological charts for *all of your friends and relatives*. Use your joystick to quickly enter birthplace coordinates on scrolling U.S./World map. ASTROLOGY draws a finely detailed astrology chart on your computer screen—with aspects of sun, moon, and planets displayed. Quickly and accurately computes planet position! Accuracy of one to two degrees for any time this century. Save your charts on disk for later use/reference, or print out charts on Epson or Gemini-compatible graphics printers. Includes sample astrology chart, plus appendix to aid chart interpretation.

EDITORS NOTE: Once you've recorded your pedigree with FAMILY TREE, use ASTROLOGY to chart the *exciting* and *mystical* part of *your family's history.*

REQUIRES: Atari BASIC, Joystick
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EDITORS NOTE: "EXDDT operates invisibly and works with any Atari computer that has a disc drive and enough memory to support DOS. A must for assembly language programmers. . ."

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by John Palevich
Written in C

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REQUIRES: 48K RAM, A text editor such as WordMagic/AP130
OPTIONAL: Mathlib for C (AP132)
AP0114 **$19.95**

DEEP BLUE SECRETS

by John Howard Palevich
Written in C and machine language

All the Assembly and C source code files for DEEP BLUE C COMPILER and linker and the source text for the interpreter. Recommended for programmers familiar with C.

REQUIRES: Deep Blue C Compiler; Atari Macro Assembler
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Add fast floating point and graphics to C.

MATHLIB FOR DEEP BLUE C

by Frank Paris
Written in assembly and DEEP BLUE C

Antic's family of DEEP BLUE C software is extended with MATHLIB, a whole new library of math functions designed to expand your DEEP BLUE C COMPILER into the area of floating point calculations. MATHLIB provides the access that DEEP BLUE C doesn't to the functions in the ATARI Operating System Floating Point ROM. Among the 32 new math functions that MATHLIB provides are: integer/floating point, degree/radians, and ATASCII/floating point conversions; floating point addition, subtraction, multiplication, division and square roots; natural and base 10 logarithms and exponentiation, and more!

Demonstration programs provide examples of how it's used, and how you can use MATHLIB in Turtle graphics.

REQUIRES: DEEP BLUE C COMPILER (AP114)
AP0132 **$19.95**

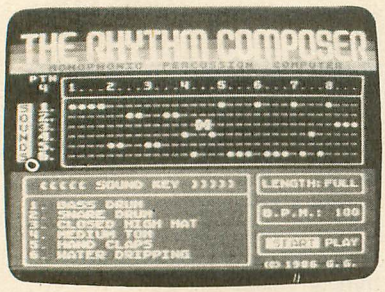
CHAMELEON CRT TERMINAL EMULATOR

VER. 4.03 NEW VERSION

by John Palevich
Written in machine language

Turn your Atari into a variety of computer terminals! Five popular types: Glass TTY, ADM-3A, DEC VT-52, IBM 3031, ASCII, plus a test terminal. Software supports tab, backspace, line feed (on/off), form feed, bell signal, speeds up to 9600 bps, plus lots more. Wide-screen 80 and 132 column emulation. You've never seen anything as fast and smooth as the vertical *and* horizontal fine scrolling. All these features make CHAMELEON flexible enough to use with UNIX operating systems. Perfect for logging on to non-standard systems, such as MCI MAIL and DELPHI, because you can customize *all* terminal parameters. Autodials and stores up to 16 phone numbers. Supports file transfers and features on all Atari 850-interface, 835, 1030, and XM301 modems. Version 4.03 includes Columbia University's Kermit file-transfer capability, in addition to total compatibility with the popular Xmodem protocol.

REQUIRES: 48K RAM
AP0113 **$19.95**



Dance to the beat of a different drummer.

THE RHYTHM COMPOSER

NEW!

by Glenn Gutierrez

The Rhythm Composer is a DRUM MACHINE that lets you create and edit drum sequences and then play them back in any order. Think of this program as the ultimate, programmable, metronome. Ideal for you—or any member of your family who plays a musical instrument.

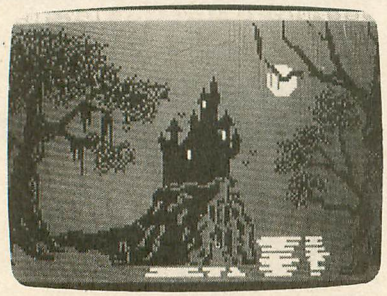
Excellent for the composer to experiment with complex **polyrhythmic** patterns, for the professional to lay down some rhythm tracks, or for the beginner as an **accompaniment tool** to develop rhythm. Simply load-and-go to get started.

RHYTHM COMPOSER FEATURES:

- Up to eight patterns in memory at once. Mix the patterns to create songs which you can save to disk. Vary the tempo or time signature at any time.
- SIX user-defined drum sounds are available at a time.
- Colorful graphics display makes composing a snap.
- All PATTERNS, SONGS, and DRUM SOUNDS can be saved to disk for later use or for print out.
- Design song segments for your computer to play—Experiment with various percussion effects, beats, signatures.
- SounDesigner (included) creates **your own** drum sounds. Control pitch, volume, and distortion envelopes. Comes with ready-made "patches" for Bass Drum, Snare, Open and Closed Hi-Hat, Cow Bell, 3 different Toms, hand clap, synth drum, and others.
- Complete user documentation.

REQUIRES: Atari BASIC
OPTIONAL ACCESSORIES: Audio amplification device.
AP0180 **$15.95**

NOTE: Since so many programmers are also musicians, we thought this program would get the most attention on this page of programming utilities. Remember, the tune is one thing, but RHYTHM IS EVERYTHING.



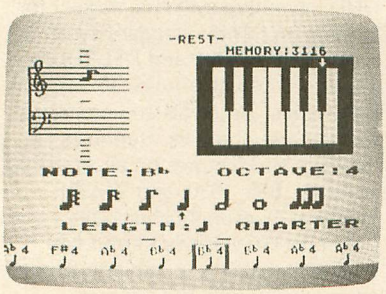
"Highly disk and memory efficient graphic editor designed for BASIC and M/L programmers."

ENHANCED DRAW IT!

by James Burton
Written in machine language

ENHANCED DRAW IT! is a graphics mode 7 paint package plus compression utilities (designed by Ed Churnside of Dragon Quest fame). Let your creativity run wild! Draw free hand with your joystick (status window displays horizontal and vertical position), or automatically draw shapes: circles, boxes and lines. Programmers find ENHANCED DRAW IT! perfect for developing graphics adventure screens. Use the file compression programs to pack dozens of pictures on a disk! Built-in ANIMATOR feature is perfect for art shows/presentations and simple animation experiments. Status window menu info helps you develop precise drawings or any-size custom text. Choose from up to 16 different colors and eight hue levels. Control four color pens, plus two levels of zoom for micro-drawing and close-ups. Then, add your drawings or charts to any BASIC or M/L program! Features auto-fill, page-merging and page-wipe! Store and Explore! Finally, programmers can efficiently use the Atari's most powerful and colorful features!

REQUIRES: One joystick
OPTIONAL: Atari BASIC
AP0108 was $19.95—**on-sale $15.95**



"The ONLY music utility for BASIC programmers!"

ENHANCED POKEY PLAYER

by Craig Chamberlain
Written in BASIC and machine language

Jazz up any program with background music! Experiment instantly—choose from over 50 songs (over 1-1/4 hours of music, including the 1st Movement from Bach's 5th Brandenburg Concerto). Input and edit sheet music under 100% joystick control with the Pokey Editor. Compiled songs are stored as super-compressed BASIC statements. ENTER the song with a BASIC program and, when RUN, it'll play at any tempo in the Vertical Blank Interrupt. Get special effects like phase-shifting, variable attack and decay, percussion, and 8-octave range. Documentation includes a thorough tutorial in electronic music, and how to get the most out of the POKEY chip. A license is included which permits POKEY PLAYER songs to be used in commercial programs.

REQUIRES: Atari BASIC
AP0147 **$15.95**

"New double density disk editor for Indus, Rana, Trak, Astra or Percom drives. . ."

DISK SCANNER—DOUBLE DENSITY

"Bonus Machine Language Monitor!"

by Mike Fleischmann
Written in machine language
Make quick modifications to disk files. Learn the secrets of disk structure. Get a fighting chance in restoring crashed disks. DISK SCANNER is the most *flexible* disk sector editor ever published for the Atari. Disassemble sectors using four range options. Modify sectors and edit them on-screen—use its scrolling map for 256 byte sectors. Redefine sector link masks to adjust to *any* DOS. Scan and print sectors. Trace sector chains. Search sectors by range or chain. Comes pre-configured for single or double density.

Documentation includes a tutorial about disk initialization, volume table of contents (VTOC), directory location and structure. And much more! Added Bonus For Advanced Programmers!
Includes a relocatable machine language monitor *and* a directory sorter.

AP0145 **$19.95**

"The single most-used utility in my entire library.—Ron Luks, SYSOP & Founder, SIG*Atari

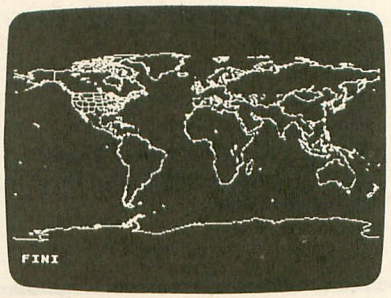
SHERLOCK 1050 Enhanced Density Disk Sector Editor

by Dan Moore and Steve Ahlstrom
Written in machine language
The Atari 1050 disk drive *demands* new tools for accessing/editing sectors above 720. With SHERLOCK 1050 you can customize *any* program in your library—and you *don't* have to be an assembly language programmer. Modify commercial applications programs to take full advantages of your own Atari system. Alter programs to easily access RAMdisks, change title screens, customize menus—anything is possible. Examine or edit any byte in any sector of your enhanced or single density disks (in HEX and ASCII mode). Disassemble (from the disk itself) any machine language file or autoboot disk and *learn its secrets! Restore deleted files* and *salvage broken files* with the Trace option. *All at machine language speed, and more!* Includes a tutorial for novice disk users.
REQUIRES: Atari 810 or 1050 disk drives
OPTIONAL: Atari-compatible printer
AP0155 **$19.95**

"Control ALL the graphics modes with this Display List Subroutine Generator."

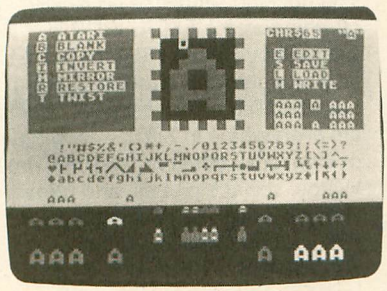
CUSTOM BLEND

by Al Casper
Written in machine language
Forget about trial and error programming. The Automatic Display List Interrupt Programmer makes it easy to; switch graphics modes anywhere, put two totally different character sets on-screen at once, and double the number of colors in your program. Includes a set of on-disk examples.
REQUIRES: One Joystick
OPTIONAL: Instedit (AP0117), Atari BASIC
AP0118 **$15.95**



MAPWARE

by Harry Koons and Art Prag
Written in BASIC
Create high-resolution world maps. Store your maps for later use! Ideal for History, Geography, Cartography, Geology, amateur radio, spaceflight tracking, etc. For schools. For business. Easy-to-use, menu-driven program creates and displays maps in 4 different projections: cylindrical, orthographic equatorial, azimuthal equidistant, and general perspective/global. User prompts speed the map-making process. Nearly 9000 built-in, computer coordinates locate land masses and islands anywhere on earth! Print out hardcopy maps with PICTURE PLUS (AP0179, not included) or other screen dump program. Plus, the BASIC source code is modifiable so you can use the routines in your own programs.
REQUIRES: Atari BASIC
AP0134 was $19.95—**on-sale $15.95**



"Create custom character sets with many uses."

INSTEDIT

by Sheldon Leemon
Written in BASIC and machine language
Simultaneously show character editing in 6 graphic modes. Helpful "memo pad" feature turns lower half of your screen into a 6-mode graphics workbench. Plus, use INSTEDIT to design player/missile shapes. Creates BASIC data statements or assembler source code. Put two different fonts on-screen at once with CUSTOM BLEND (AP0118). Every character editing capability you could ask for, and then some!
REQUIRES: Atari BASIC, One joystick
AP0117 was $19.95—**on-sale $15.95**

TOLL FREE
Credit card holders, call toll-free, 24 hours-a-day
VISA 800-443-0100, ext. 133 (Continental U.S. and Hawaii)
ORDERS ONLY!

"Superb animation—Genuine martial arts realism!"

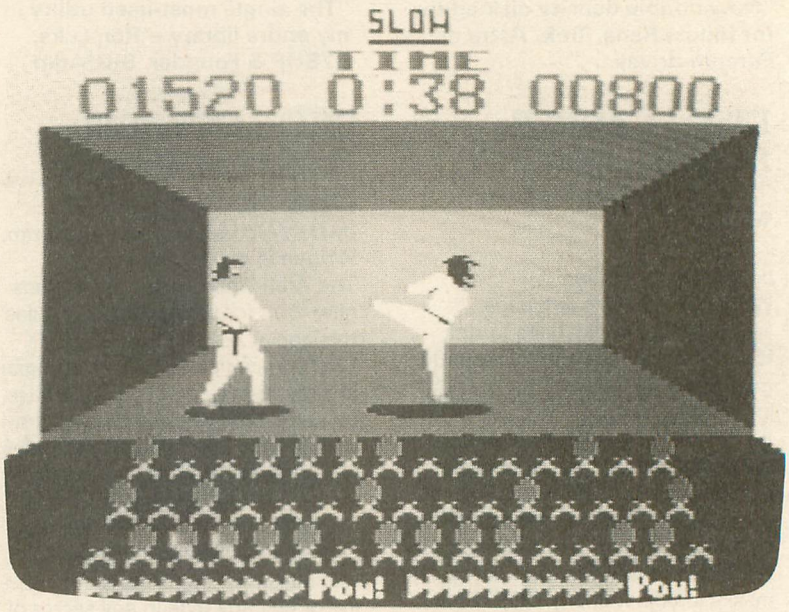
CHOP SUEY

by English Software UK
Written in machine language

An action-packed *martial arts* competition *simulation*. For anyone who likes thrill-a-minute competitive games. Two players throw Kung-Fu jabs, kicks and blows to win the game. 29 on-screen colors, and the *smoothness of the animation has to be seen to be believed.*

CHOP SUEY FEATURES INCLUDE:

- Eight fast-moving joystick positions: High kick, jump up, jump over, move right, jab, low kick, body kick, move left. Fire button changes direction.
- Every move has a score and "pain level" rating. "POW GAUGE" lets you know your health rating during match.
- "Killer" Scorpions enter through air vents to disrupt match.
- One and two-player options.
- Become a Black Belt! Eight progressive levels of game play. Beginner to Master levels.

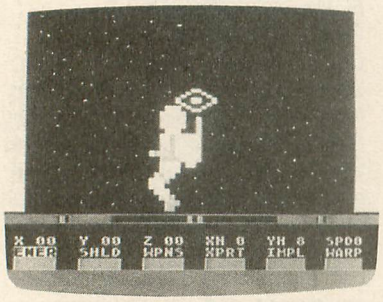


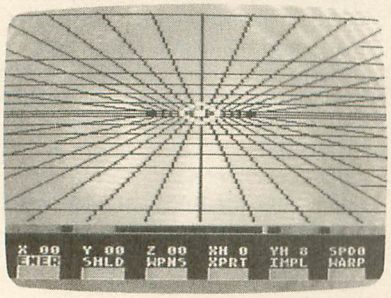
- Normal speed or (for the insane) Superfast mode game-play option.

REQUIRES: One joystick per player

AP0162 **$15.95**

EDITORS NOTE: "CHOP SUEY" is the most popular new Atari game in England. *Atari User* magazine said CHOP SUEY ". . . has got to be one of the best Atari buys of the year. Go get it grasshopper!"





Star Raiders was a great game. . . for its time.

XTAL (*CRYSTAL*)—AN ADVENTURE IN SPACE

by Dave Reese
Written in machine language

Captain's log, stardate 2284.0. Step onto the bridge of the USS EXCALIBUR SSC-1310—she's the *best* heavy star cruiser in the United Federation's starfleet. Suddenly a Class One distress signal! A planet-threatening Ion Radiation storm has developed in the peaceful Canasian section. Your mission: destroy that storm. Fail . . . and you'll be peddling Quirkies at a Gamorian outpost.

The EXCALIBUR comes equipped with impulse and warp drives, transporters, phasers, communicators, shields, quadrant map display, and a spectacular 3D cockpit/navigation viewscreen.

Dock with Starbase Delta-1 when you're low on fuel or need repairs. The docking sequence is visually *stunning* as the EXCALIBUR is grabbed by Delta-1's tractor beam and brought right into the docking bay. Detailed colorful special effects are *everywhere* in XTAL—each type of ship looks different, plus 4D Time Warps, science probes, and meteor showers which all contribute to XTAL's remarkable realism.

REQUIRES: 48K RAM, One joystick

AP0158 Star Raiders® Atari Corp. **$15.95**

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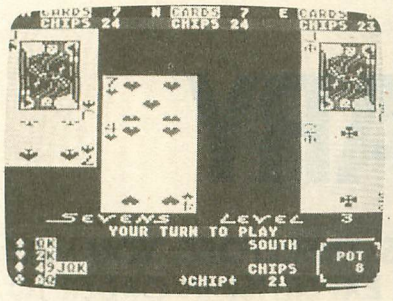
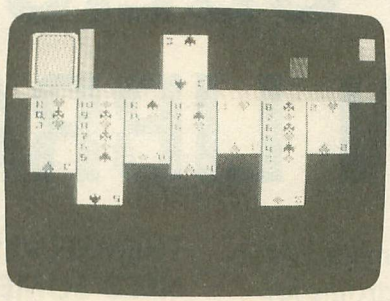
ORDERS ONLY!

TWO DOUBLE PLAY CARD GAME CLASSICS





Two machine language masterpieces.

SEVENS (FAN TAN)

by Craig Preator

and

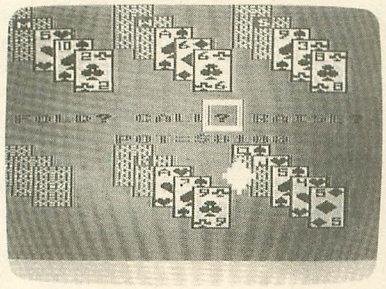
KLONDIKE SOLITAIRE

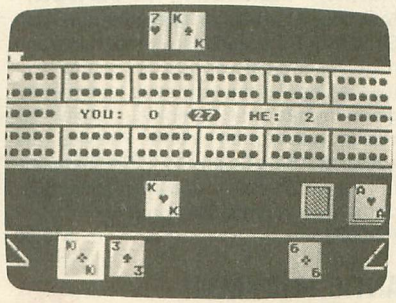
by Mike Fleishmann for Star Systems Software, Inc.

If you enjoy strategy games or card games—or both, you'll love SEVENS. Also called FAN TAN, it is a multiplayer hybrid of solitaire, crazy eights and poker. Play against three computer opponents, choose from four different difficulty levels—tutorial to tournament. Select cards and handle chips with joystick ease. The realistic combination of SEVENS' graphic detail and speed will really challenge your wits.

KLONDIKE SOLITAIRE can make you a solitaire master! Relax, sit back in your easy chair, and grab a joystick. That's all you need. Play till you win—no cheating allowed. Effortless game play. Instant response time. Learn official Klondike rules while having fun. WARNING: KLONDIKE SOLITAIRE is completely addicting!

REQUIRES: One Joystick
Sevens+Klondike Solitaire
AP0174 **$15.95**





For *serious* playing fun

SEVEN CARD STUD—A USER PROGRAMMABLE SIMULATION

by Monty Webb

and

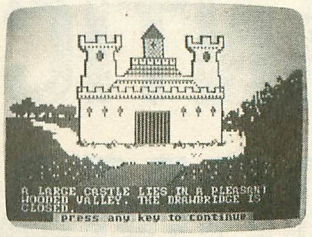
CRIBBAGE

by Jose Suarez

Stud Poker the way you always wanted it. Five programmable opponents—you vary the psychological traits of each one: bluff factor, odds evaluation, raises, etc. Place your bets! A joystick controls every move and option. Realistic sound and great graphics add casino suspense and excitement.

CRIBBAGE for the connoisseur. Superb color graphics and four levels of play. Beginners are tutored and guided. Experts are severely challenged. Play the whole game from your joystick. Be warned though, at the highest level the computer will steal any points that you miss. Go for it. Peg your runs, pairs and fifteens. Skunk your computer!

REQUIRES: Atari BASIC and One Joystick
Seven Card Stud+Cribbage
AP0173 **$15.95**



"A great graphic adventure game for your entire family!"

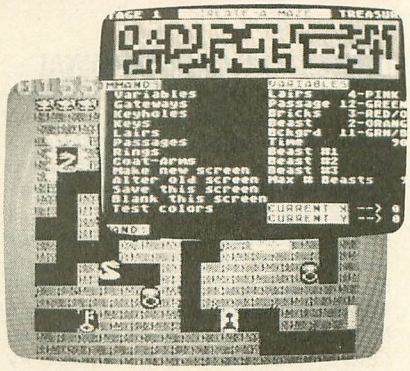
DRAGON QUEST OR A TWIST IN THE TAIL

by Ed Churnside

Written in BASIC and machine language

You're in a colorful, magical fantasy land. You must slay the fire-breathing dragon to save the kingdom. Clues are hidden in the screen pictures and text. Look closely at where you are and where you're going. Retracing your steps can be difficult! Don't get killed. Watch out for evil hazards. Carry on the quest, Find the dragon! Games can be saved to disk at anytime during play. Fast and fantastical—for adventure gamers only!

REQUIRES: Atari BASIC
AP0139 **$12.95**



KING TUTS TOMB & TOMB CONSTRUCTION SET

by Jeff Wacker

Written in machine language

Explore the corridors of gloomy tombs in search of ancient treasure. Use a musket, shields, flash bombs and land mines to defend against 7 types of deadly beasts. Up to four players, five levels, smooth scrolling playfield, the best of arcade and dungeon challenges in 48 different tombs. With the TOMB CONSTRUCTION SET (included) you can design your own custom tombs.

AP0149 **$15.95**

ANTIC PUBLIC DOMAIN LIBRARY

Discover the work of those committed Atarians who unselfishly create programs for everyone to share. During the last four years, Antic has seen the best (and the worst) of it all. We're picky. We've spent literally hundreds of hours grouping the best of them together by type.

ALL PROGRAMS IN THIS SERIES SOLD AS IS. THERE'S ALMOST NO DOCUMENTATION INCLUDED, EXCEPT WHAT'S BUILT INTO THE PROGRAMS THEMSELVES. THEREFORE, YOU MAY NEED SOME EXPERTISE IN ORDER TO USE THE PRODUCTS PROPERLY. BECAUSE THIS IS PUBLIC DOMAIN SOFTWARE, THE CUSTOMER SERVICE DEPT. CANNOT PROVIDE THE SAME TYPE OF SERVICE AS FOR PROGRAMS WE PUBLISH OURSELVES. (I.E., COPYRIGHTED ANTIC SOFTWARE). HOWEVER, ALL PROGRAMS HAVE BEEN TESTED AT ANTIC AND WILL PERFORM.

TELECOMMUNICATIONS

CENTEX 7.83 ATARI TERMINAL

The most full-featured Public Domain telecommunications program available, rivaling most of the other commercially available terminal programs. Pre-configured to support Atari 850-interface modems (Hayes-compatibles, Volksmodem, etc.), and will support 1030 and XM301 if you add ***your own*** R: handler (available in Compuserve's SIG*Atari DL2) and the MPP if ***you have*** the Smartmodem emulator (available from MPP). DOS2.5/130XE users can configure CENTEX to access the 130's RAMdisk. Try it, you'll like it!

PD0059 **$10.00**

HOMEPAK CUSTOMIZER DISK

If you own HomePak, this disk will allow you to change dozens of parameters: new character sets (includes one new example charset), key repeat rate and bell toggle, auto line-feeds on/off (essential for MCI mail and Delphi). Learn about the custom macros. Special handlers for MPP modem, ATR-8000, and R-Verter owners. Including a new DOS 2.5 patch, plus 130XE owners can use the RAMdisk patch to access their extra 64K.

PD0041 **$10.00**

KERMIT TERMINAL EMULATOR

Now your Atari 800 can talk to the new Atari ST's, IBM PC's, and many other minis and micros. Kermit gives you more control over transferring files than any other terminal program. Invented at Columbia University, this version was written by John Palevich (the author of APX's Chameleon). Comes ready-to-run, with complete documentation. Supports Hayes compatible modem.

PD0038 **$10.00**

ANTIC 1030/XM301 TELECOMMUNICATIONS

NEW!

NEW AND REVISED. 1030 EXPRESS 2.1, modem power you never though possible before. Also the improved AMODEM 7.2. TSCOPE for CompuServe SIG*ATARI and VIDTEXT Graphics. Plus AMIS 1030, a full featured Bulletin Board from M.A.C.E.

PD0025 **$10.00**

MSCOPE MPP COMPUSERVE TERMINAL EMULATOR

MSCOPE is a special version of TSCOPE just for the MPP1000 series of modems (written by Joe Miller). This is the *only way* to view CompuServe's on-line graphics. MPP owners will appreciate 100% error-free downloading from the SIG*Atari (finally!). Comes ready-to-run, with complete documentation.

PD0040 **$10.00**

VT100 TERMINAL EMULATOR

How would you like an 80-column terminal program without needing any special hardware? This will turn your Atari into a DEC-compatible VT100 graphics terminal. Supports: Hayes compatible (850 interface and R-Verter), Atari 835 and 1030, and MPP1000 modems. Access on-line VAX graphics. Use with any DEC minicomputer, including Delphi and CompuServe. Ready-to-run, complete documentation included.

PD0037 **$10.00**

ANTIC 850 TELECOMMUNICATIONS

NEW!

UPDATED. Get AMODEM 7.2, the standard for Atari terminal programs—it just gets better and better. Use TSCOPE for CompuServe SIG*ATARI downloads and VIDTEXT graphics. Plus DISK-O-LINK, the Mac-like, experimental bit-mapped terminal. (This version for the 850 interface w/ Hayes-compatible modems).

PD0024 **$10.00**

PROGRAMMER'S TOOLKIT

NEW!

THE FIX XL (PD TRANSLATOR)

Stop hunting for the Translator! Here it is! Better than the factory original. FIX XL is the easiest, most powerful translation software around! FIX XL Disk contains entire compatible 400/800 OS so XL/XE owners can run ALL Atari software.

PD0026 **$10.00**

ARTDOS

If you use microscreen graphics or special character sets in your programs, ArtDOS will load them to your screen directly from DOS—no graphics program is required. New DUP.SYS menu options include Load Micropainter file, Load Microillustrator file, Load or Display Character Set, Make AUTORUN.SYS, and Read Text File. One-key commands speed things up. This disk includes 10 picture files, plus 20 new character sets, which you can use with any program you write. Make your programs more professional looking.

PD0043 **$10.00**

SUPER UTILITIES #1

Lots of utility for low bucks! Includes: MICROASSEMBLER with USR ROUTINES and ASSEMBLER. A disc documentor, DOC. Do automatic line number with NUM! Connect parallel printer to ports 3 and 4 with PRINTNOP. MEMTEST, memory tester.

PD0010 **$10.00**

SUPER UTILITIES #2

"Utility software For Everyone!"

MODEM, Telecommunications software. HOME INVENTORY tracks your belongings, TYPO, the original Antic listing proofreader. BUBBLE SORT, a E-Z data controller. RENUMBER, make BASIC line number changes simple. Plus, COMPARE, a listings difference checker.

PD0011 **$10.00**

SUPER UTILITIES #3

All for a price you'll love. TINY TEXT, a word-processor. GTIA TEXT WINDOW. LABEL PRINTER, RT CLOCK, add real-timing to your system, plus DISASSEMBLER, offers M/L analysis.

PD0012 **$10.00**

MONITOR/DEBUGGER AND MORE

Featuring a machine language monitor/debugger with SOURCE CODE. BASWEDGE 2.85 for the 130XE, makes BASIC expandable. Comes with DOS commands and Renumber, includes Assembly SOURCE CODE. Convert DOS 3 files to DOS 2/2.5. Automate multiple file copies. Print labels from HOMECARD. Print multicolored text on the 1020 plotter. Convert Graphic screenes into Text graphics, and more.

PD0069 **$10.00**

ESSENTIAL UTILITIES (+EPSON AIDS)

18 utilities, featuring 5 for Epson MX and FX owners. Including EPSONTYPIST—turn your Epson into a typewriter. SYSTAT—Atari system status monitor. PROTECT scrambles BASIC programs. AUTOTYPE converts USR code into BASIC strings. Plus 14 more!

PD0046 **$10.00**

DATABASE MANAGERS AND DISK UTILITIES

SUPRINDX and DISKDIR, two of the most popular user group disk directory database's. SECTCHEK—simple sector checking utility. CALENDAR—prints monthly calendar anytime this century. QUIKSORT—learn to sort faster in BASIC. Includes SUPERDUP.SYS, a new DUP.SYS with built-in everything! 14 free sectors on this *packed* disk!

PD0047 **$10.00**

ANTIC FORTH

Here's a double-sided disk that includes: Powerful FIG-forth Language, an EDITOR, plus ON-DISK TUTORIAL. Lowest priced FORTH ever!

PD0020 **$10.00**

PROGRAMMER'S DESIGN TOOLS

Redefine any mode character set with FONTEDIT, the best PD font editor ever written. Use with PMDESGNR, a self-modifying P/M graphics program builder. Create computer graphics with SKETCH, a powerful paint tool. Experiment with POKEY chip with SOUNDLAB. DATABASE is a general purpose file management system. Plus a lot more!

PD0048 **$10.00**

ACTION! UTILITIES #1

(Graphics-oriented)

16 Action! programs, including: 4 Epson screen character dump routines. Superfast GTIA screen loader. Display list example. Internal DUP.SYS written in Action! Plus 5 graphics demo's and more.

PD0054 **$10.00**

ACTION! UTILITIES #2

(Mach. Lang-oriented)

ASSEMBLR—machine language assembler, works with Action! monitor (plus docs). DISSASEM—disassemble ML programs in Action!. RAMSORT—hi performance in-RAM sort utility (plus docs). DOS3TO2—conversion utility to convert DOS 3 to DOS 2 files. RELOCBIN—generates a self-relocating binary load file (plus docs). BINMENU—beautiful binary load menu with rainbow background and Action! logo.

PD0055 **$10.00**

The next Atari DOS? (Yup! And the *fastest*!)

DOS 4.0

by Michael Barall

Here it is—the DOS that Atari, Inc. spent over $100,000 developing for the 1450XLD (and all future 8-bit computers). DOS 4.0 (code-named Q-DOS) is compatible with single, 1050-enhanced, *and* double-density drives. It's compatible with your existing DOS 2.0, 2.5, or 3.0 programs (once they've been converted to DOS 4.0 format with the conversion utilities (included)). The Disk Utility Package has been designed to minimize disk swapping on systems that have only one disk drive (for disk *and* file copi... All docs included—DOS 4.0 comes with Atari's 100-screen on-line [Help] System, giving you instant one-key access to complete technical documentation. Plus, DOS 4.0 is *fast*—about *twice* as fast as DOS 2.0, and *three times* faster than DOS 2.5.

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NOTE: Thanks to Michael Barall for releasing this impeccable systems software into the Public Domain after receiving the rights to it back from the new Atari Corp.

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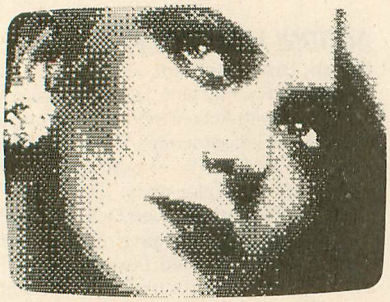

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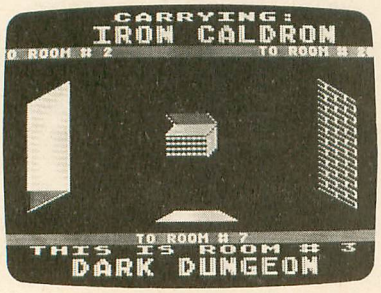

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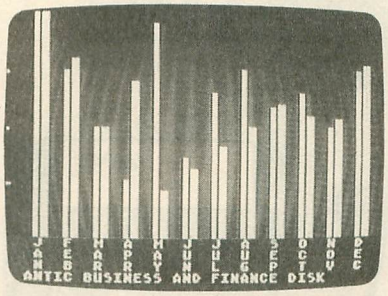

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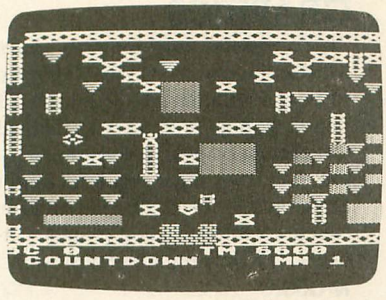

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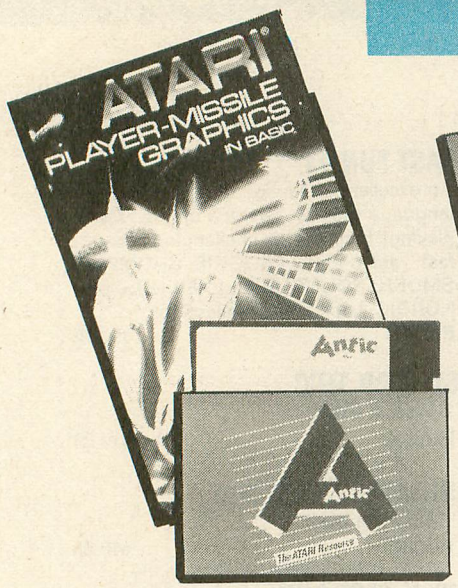

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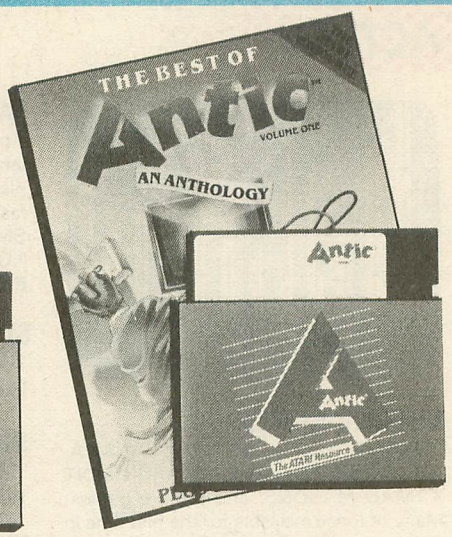

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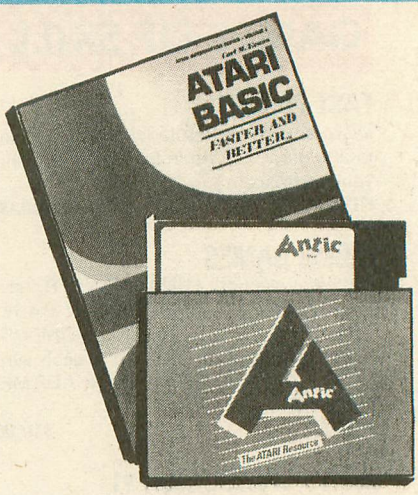

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